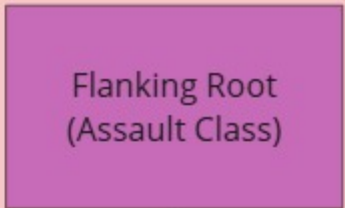


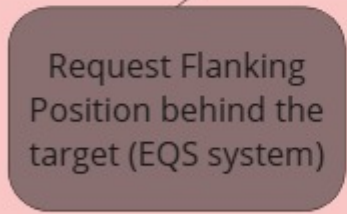
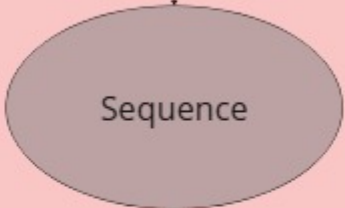
AI controller Checks

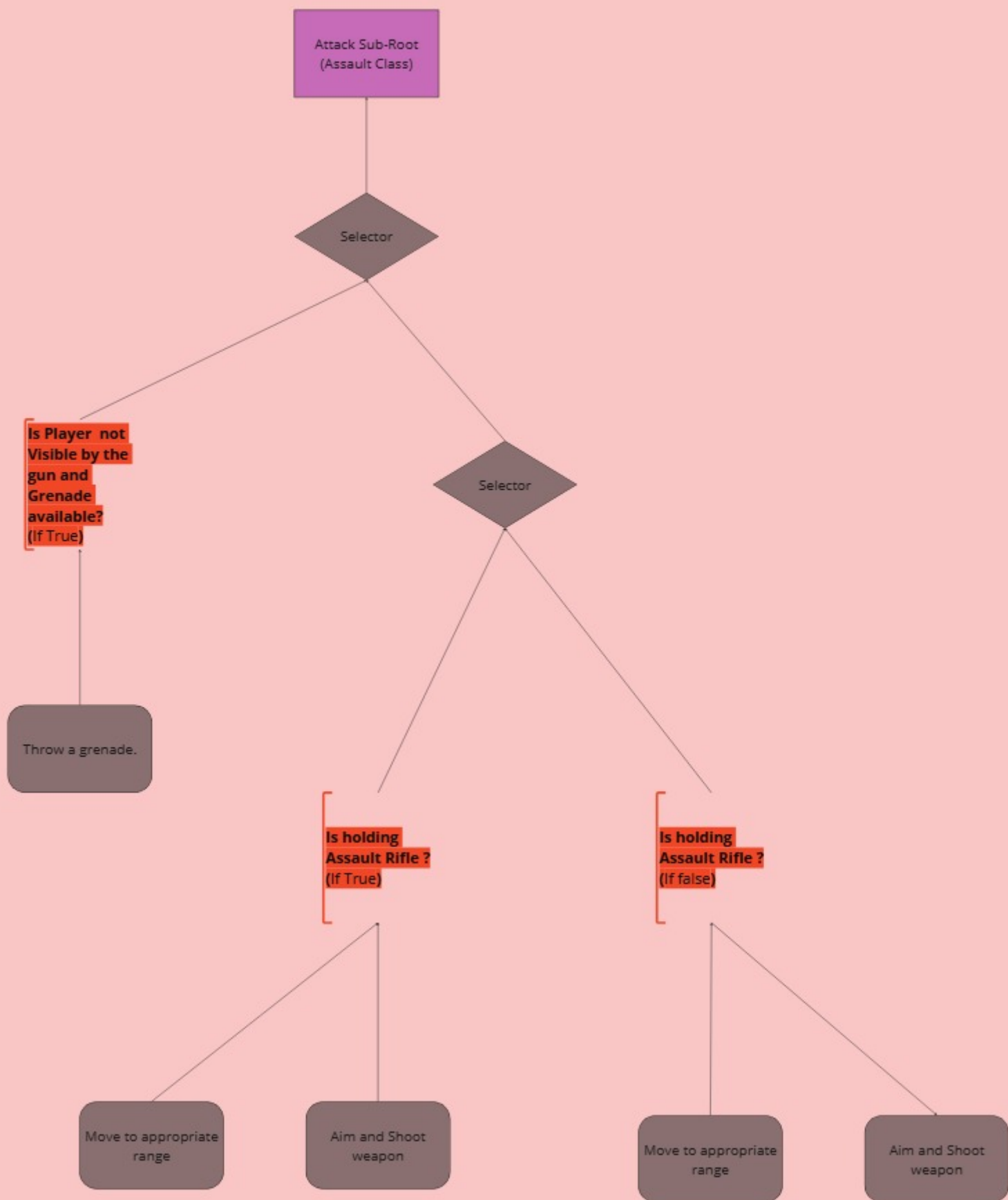
- 1) Ai Perception for idle - investigation - attack states
- 2) To check whether the enemy actor is the last person standing
- 3) Check whether the enemy actor is taking cover, charging or flanking.
- 4) Request Help from medic.
- 5) Check if grenade thrown is in range.
- 6) After evading grenade, check if the state was attacking or idle or investigating, and return to that state.
- 7) Communicate to other team members about spotting the player character.
- 8) Checking if the player character is dead, and returning to idle if it is.
- 9) Losing sight of the player can get make the enemy go back to investigating state.
- 10) Activities will be assigned through arrays of task in the manager
- 11) The Enemy team will communicate and send the nearest guy to check out the perception sights

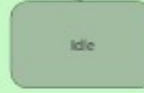
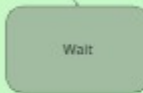
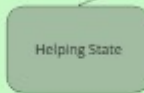
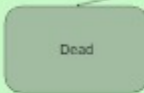


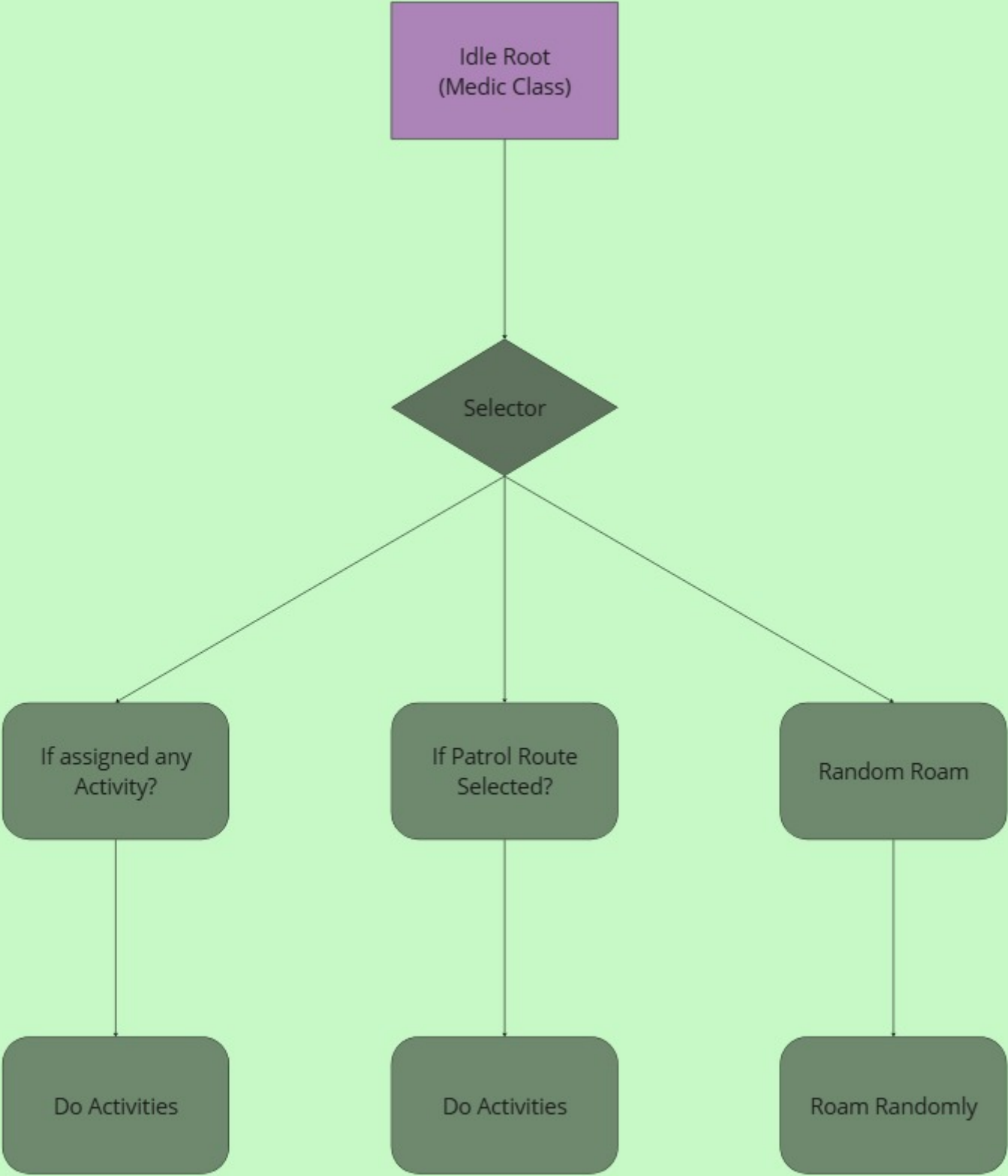
Service: Check if
player character
is alive or not?

A cyan rectangular node with a right-facing curly brace on its right side.



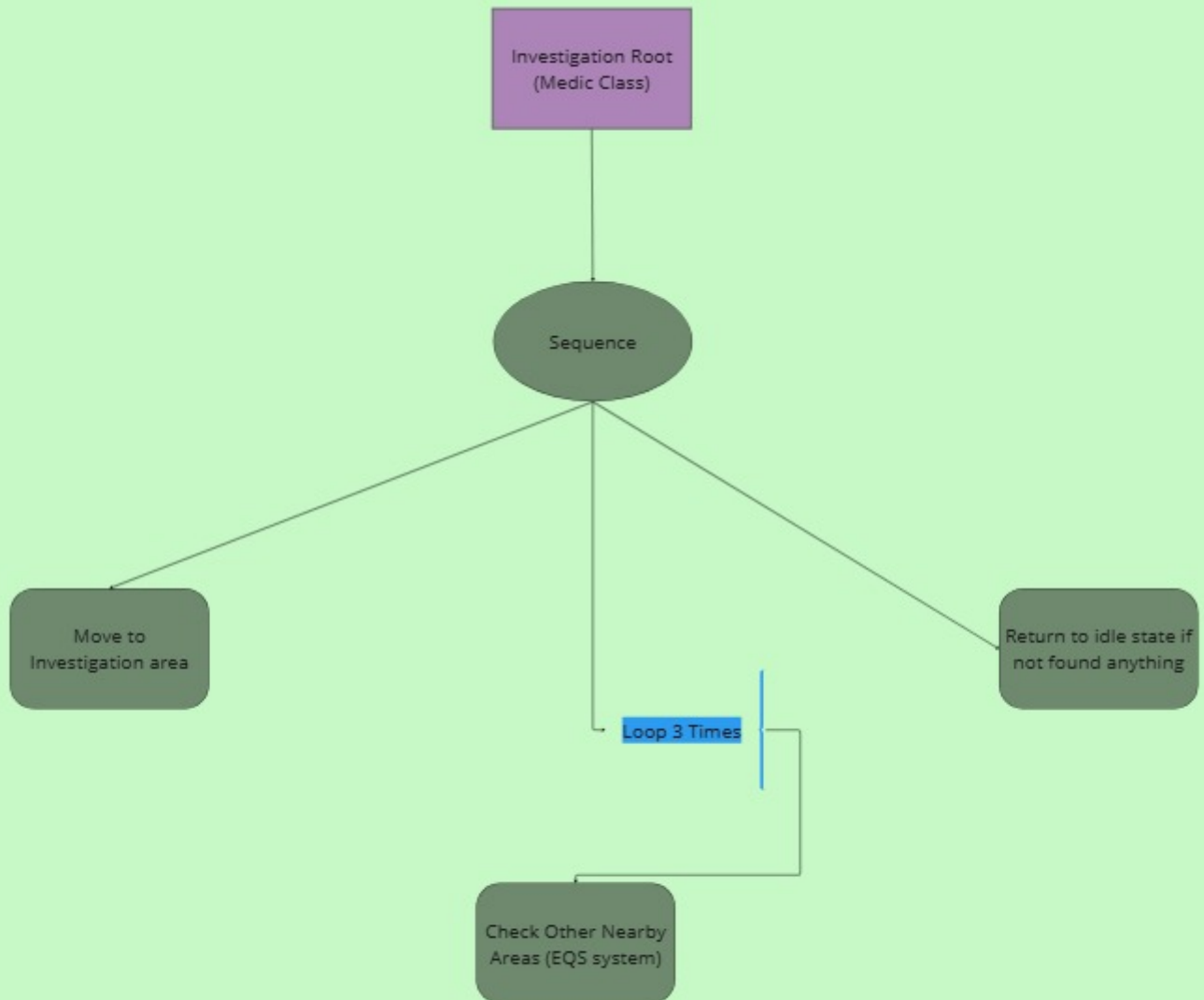


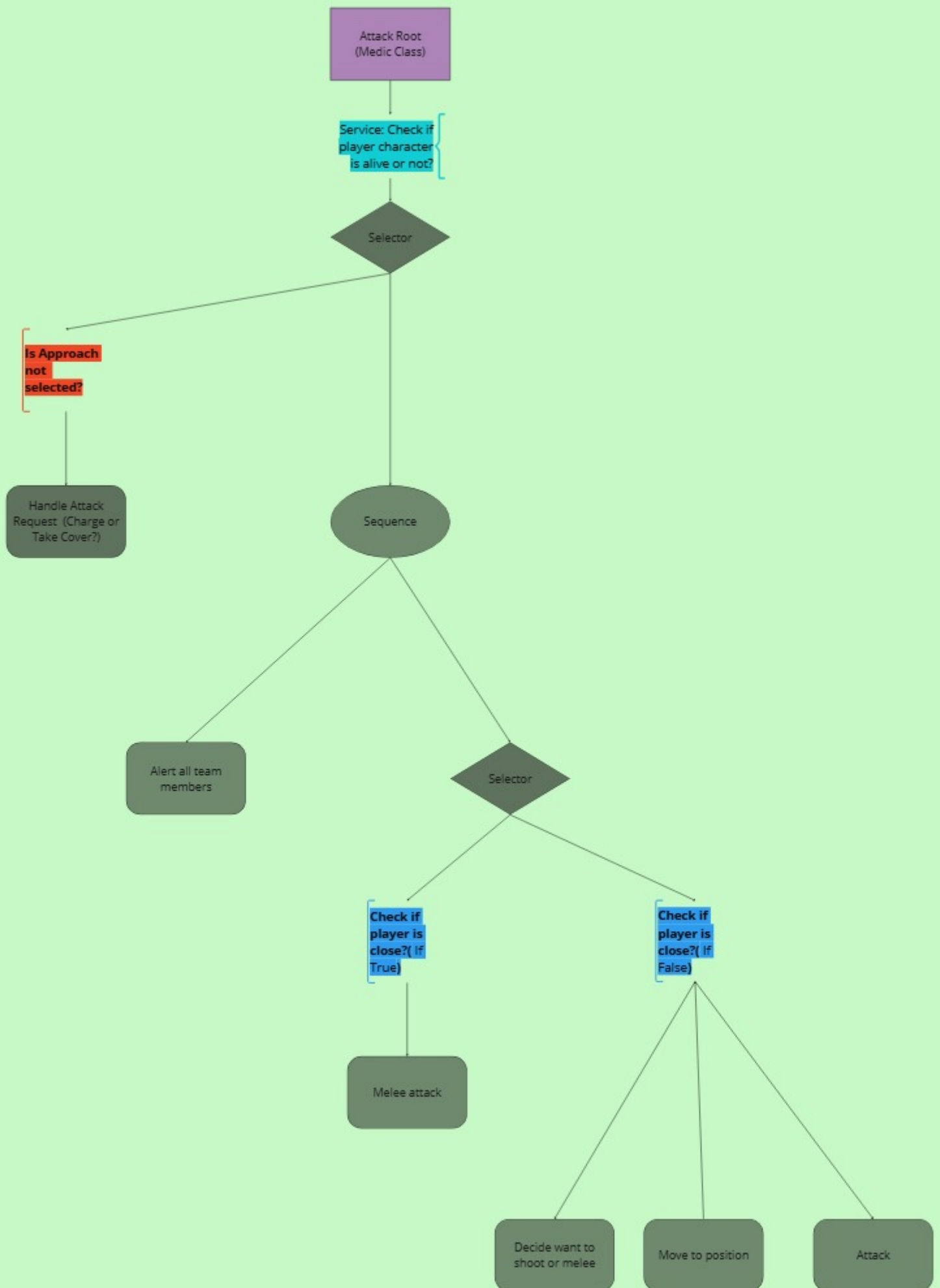


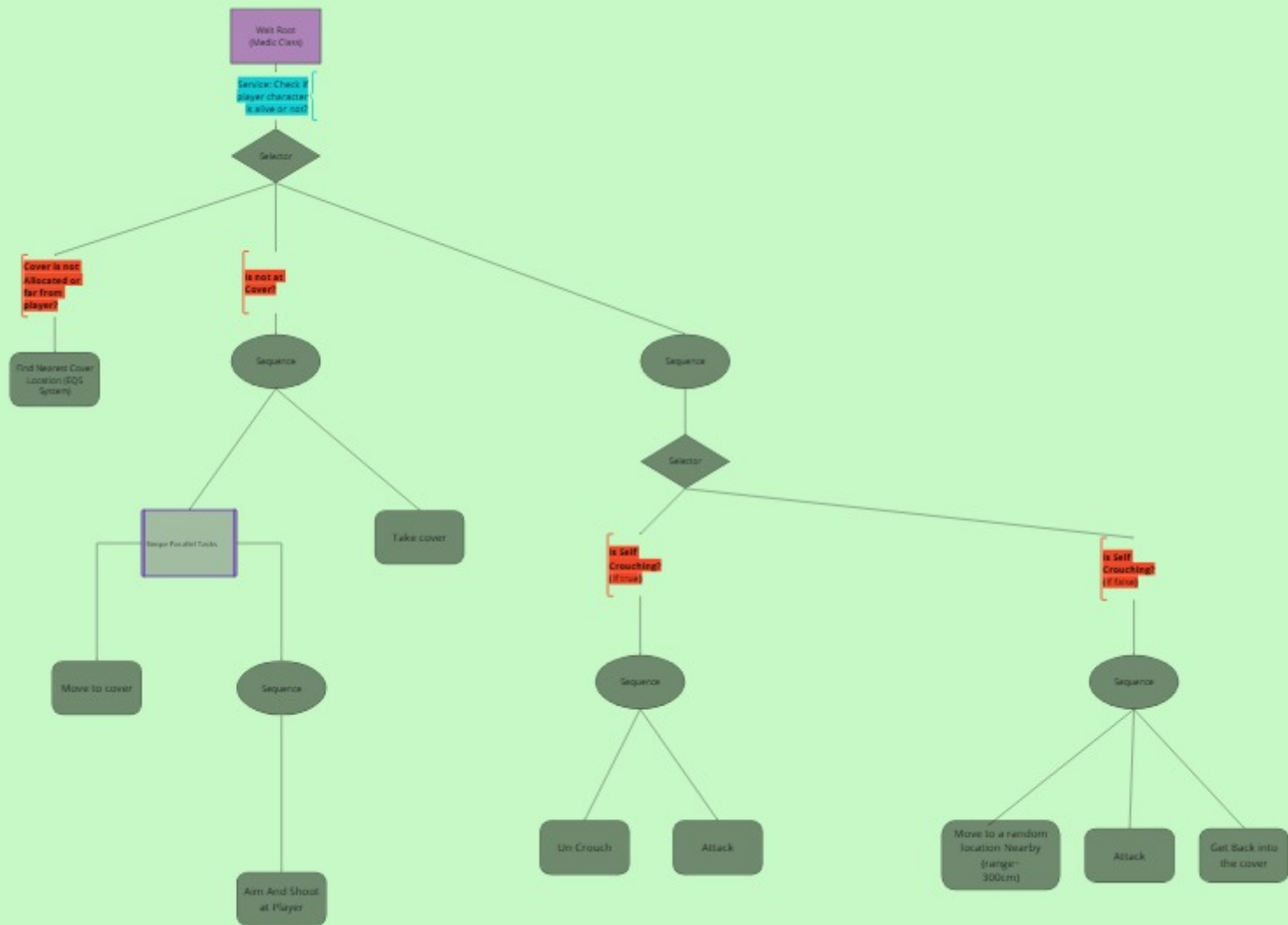


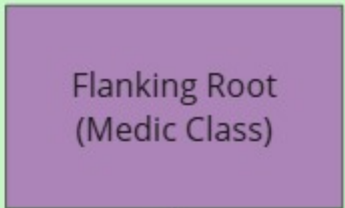
AI controller Checks

- 1) Ai Perception for idle - investigation - attack states
- 2) To check whether the enemy actor is the last person standing
- 3) Check whether the enemy actor is taking cover, charging or flanking.
- 5) Check if grenade thrown is in range.
- 6) After evading grenade, check if the state was attacking or idle or investigating, and return to that state.
- 7) Communicate to other team members about spotting the player character.
- 8) Checking if the player character is dead, and returning to idle if it is.
- 9) Losing sight of the player can get make the enemy go back to investigating state.
- 10) Activities will be assigned through arrays of task in the manager
- 11) Revival can only happen when the medic is not under fire.
- 12) Checking if the patient is heavy (brute or Flamethrower)
- 13) The Enemy team will communicate and send the nearest guy to check out the perception sights



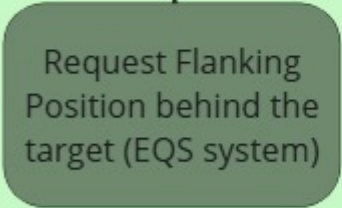
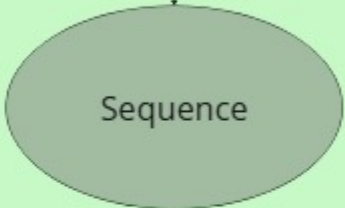


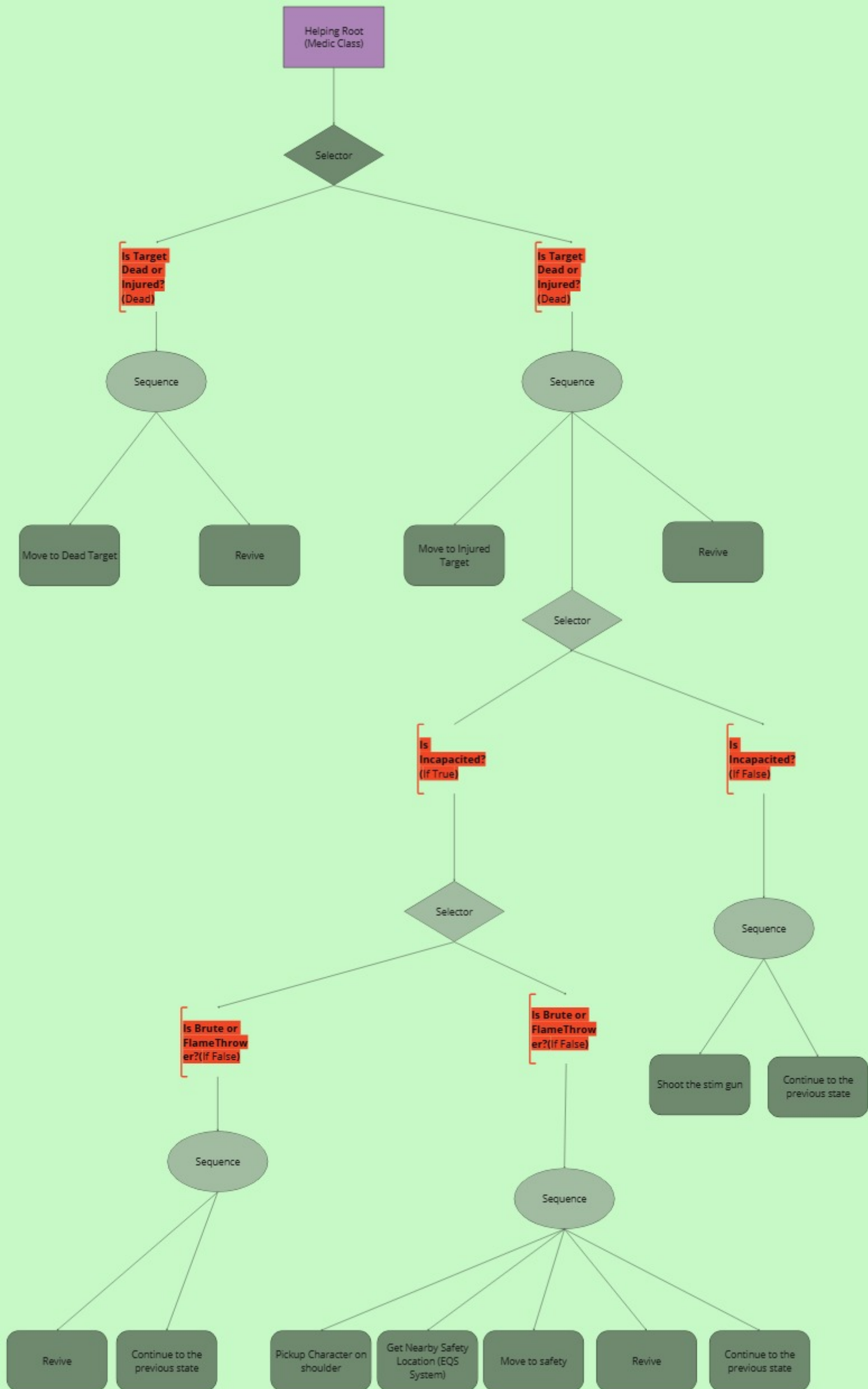


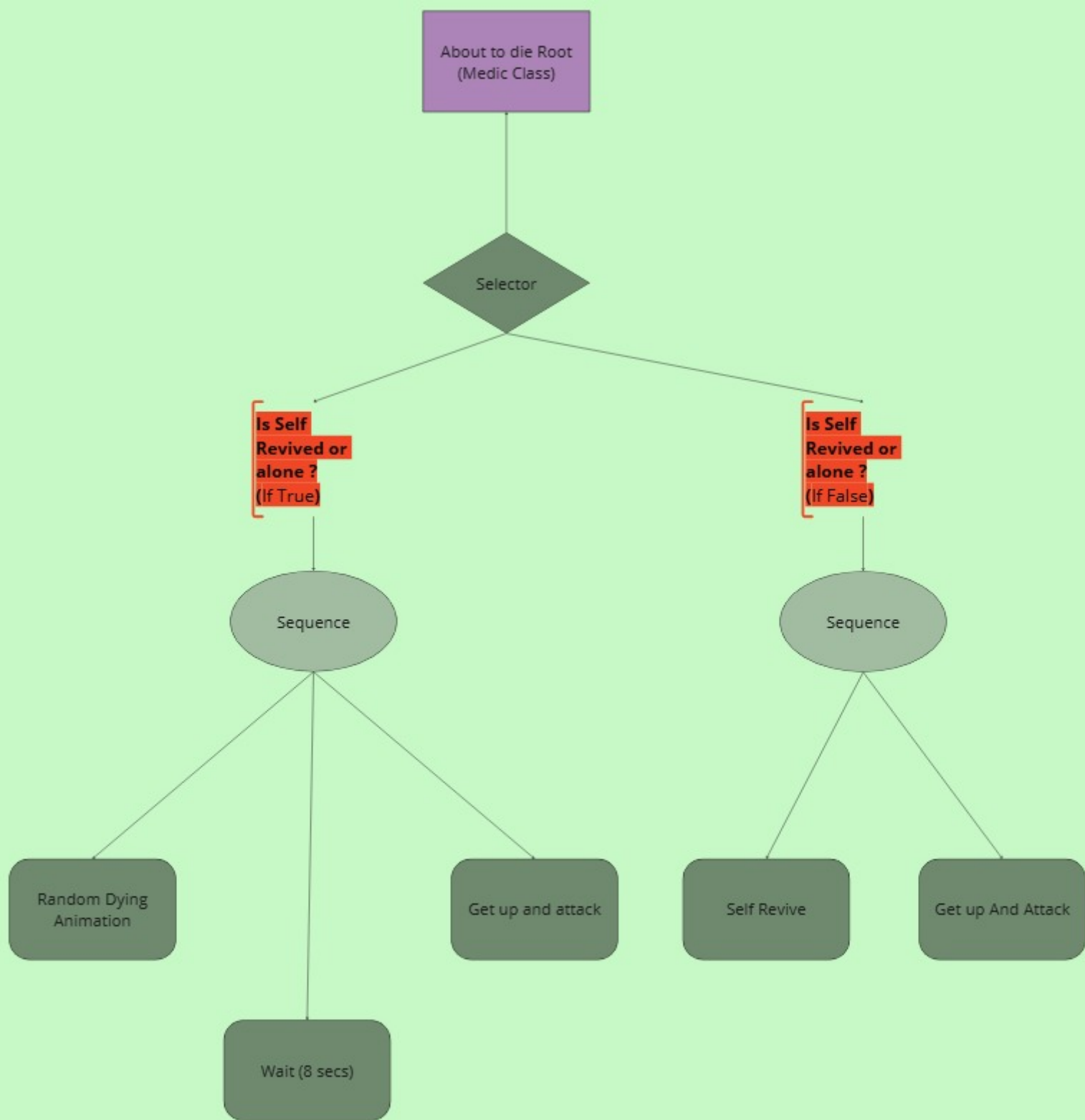


Service: Check if
player character
is alive or not?

A cyan rectangular node with a blue bracket on its right side.







Evade Root
(Assault Class)

```
graph TD; A[Evade Root (Assault Class)] --> B([Sequence]); B --> C(Random Direction for evasion); B --> D(Random evade animation); B --> E(Go to Investigation state);
```

Sequence

Random Direction
for evasion

Random evade
animation

Go to Investigation
state

Evade Root
(Medic Class)

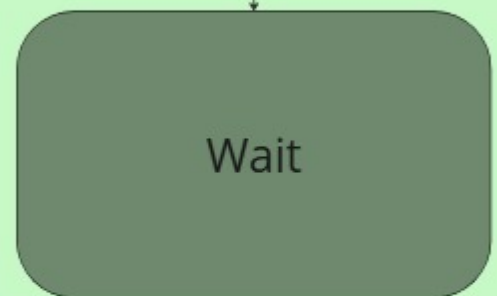
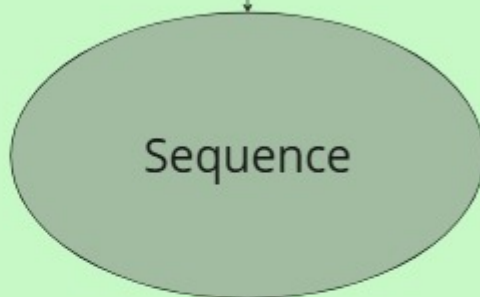
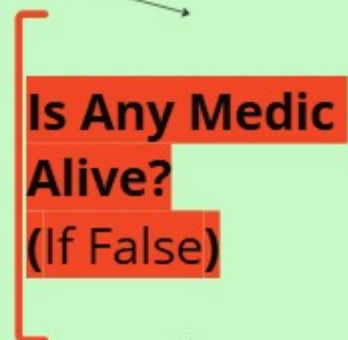
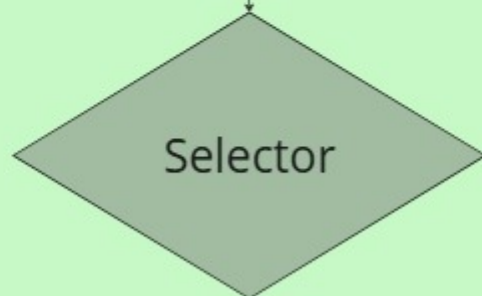
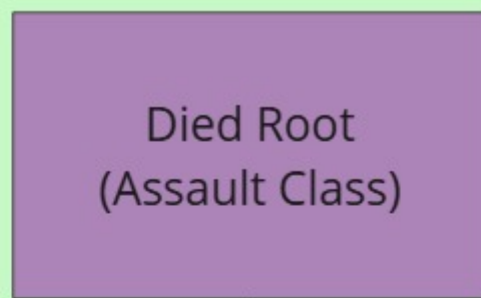
```
graph TD; A[Evade Root (Medic Class)] --> B((Sequence)); B --> C[Random Direction for evasion]; B --> D[Random evade animation]; B --> E[Go to Investigation state];
```

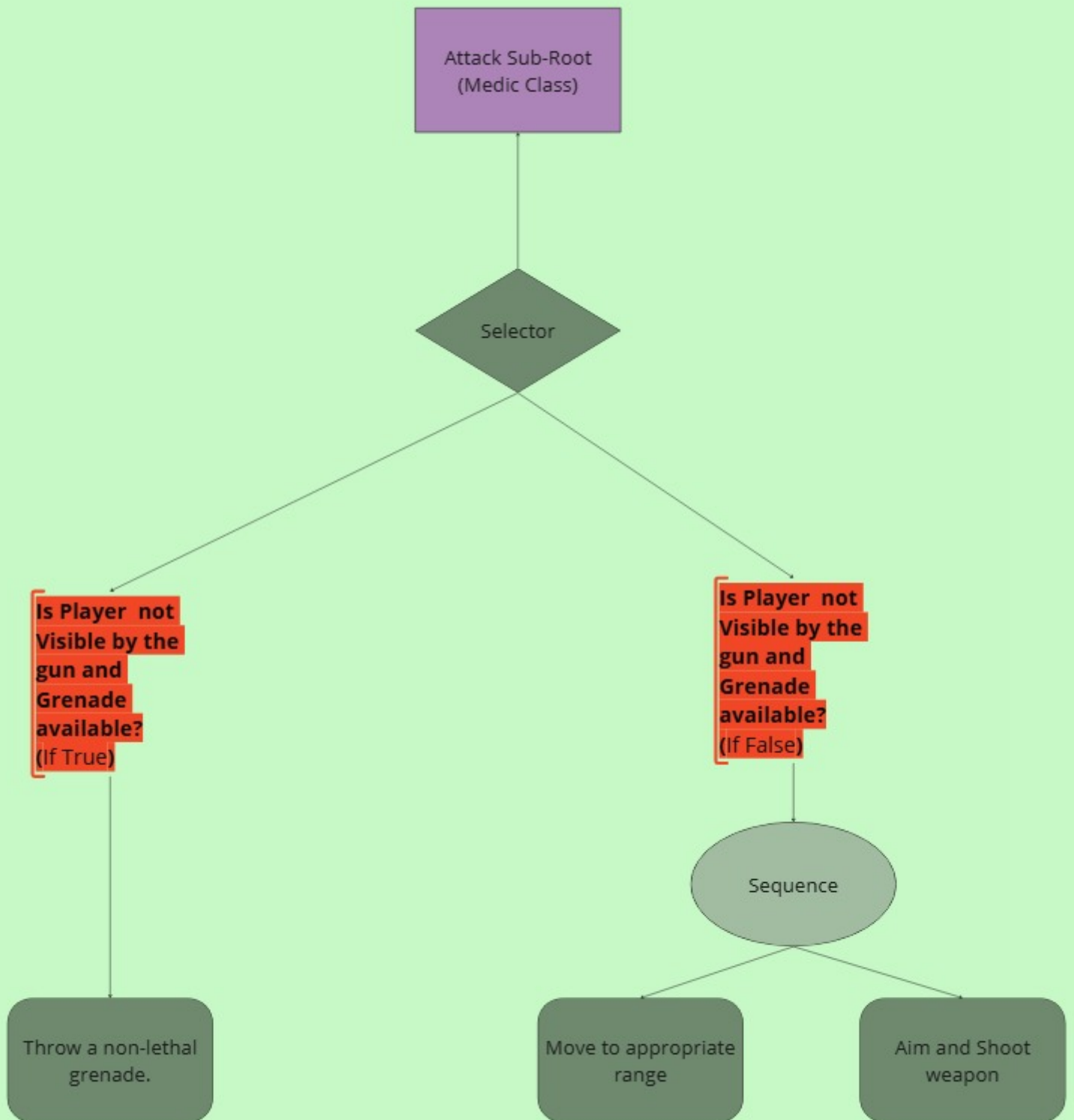
Sequence

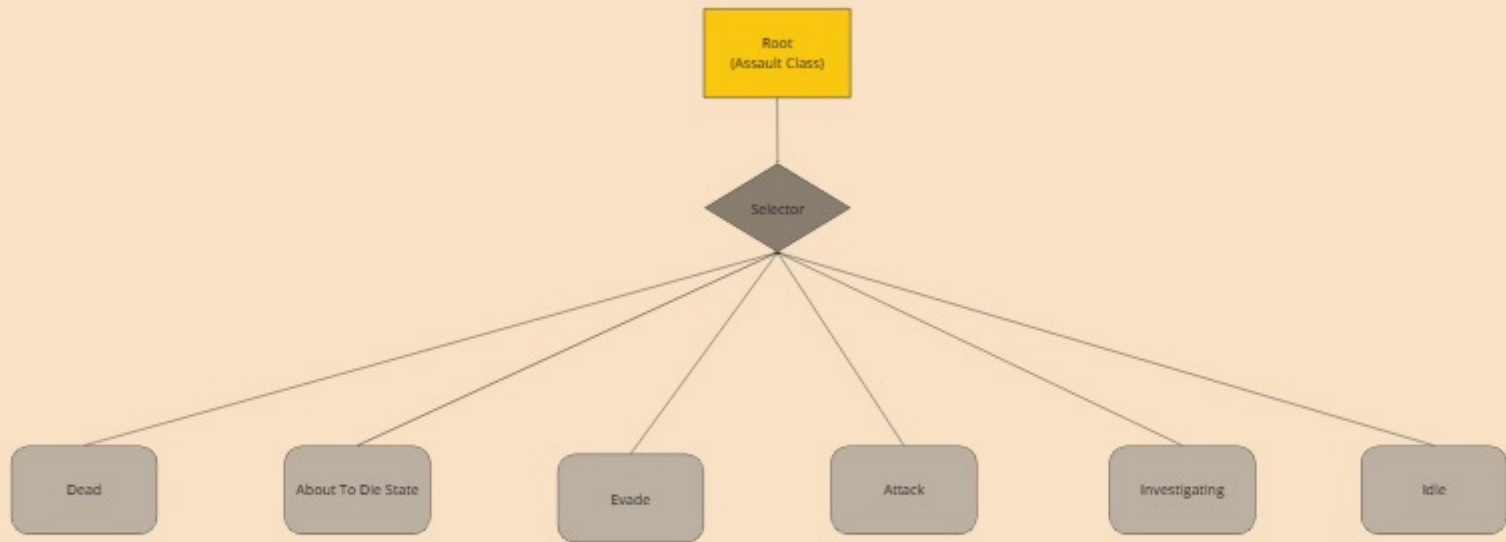
Random Direction
for evasion

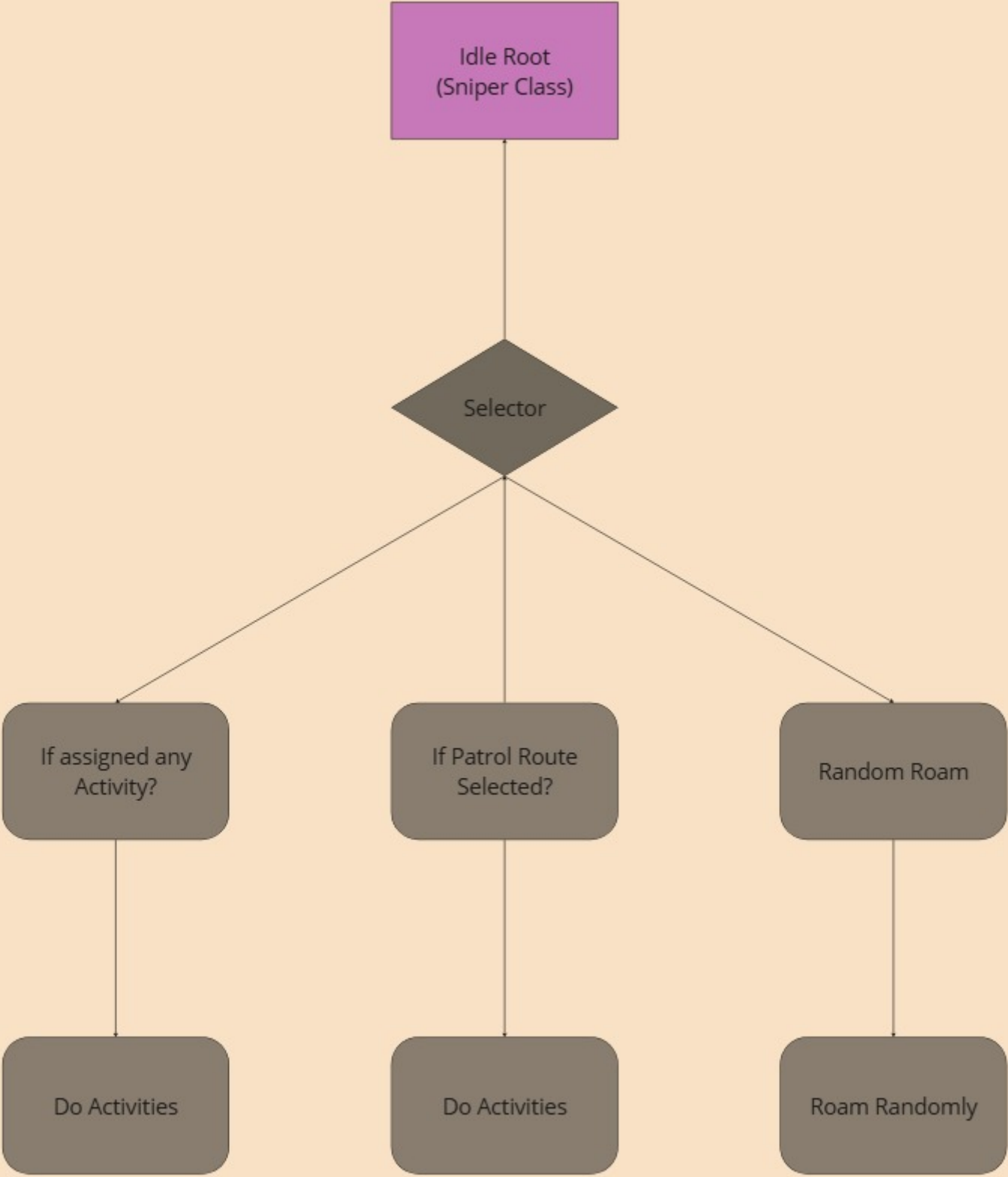
Random evade
animation

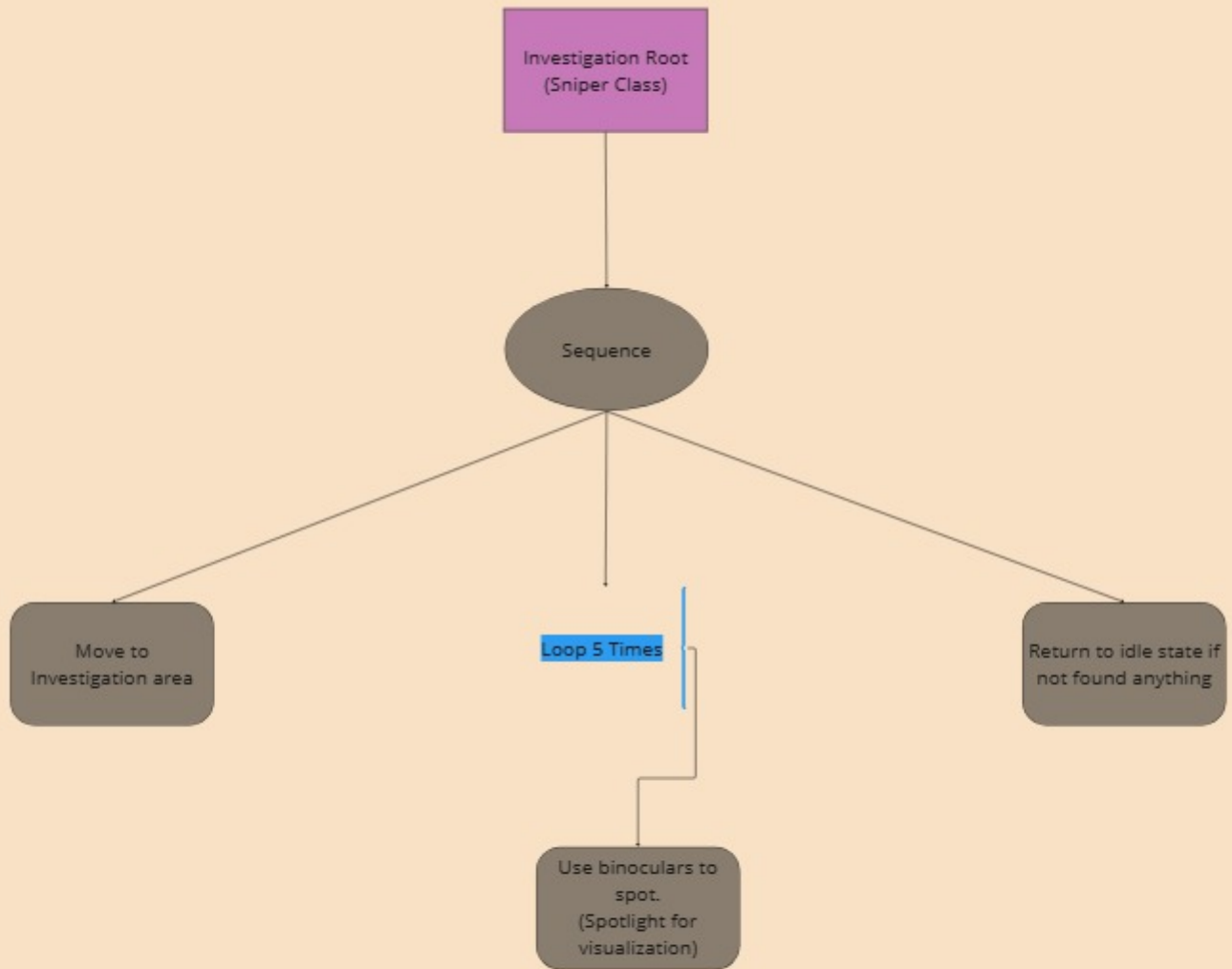
Go to Investigation
state





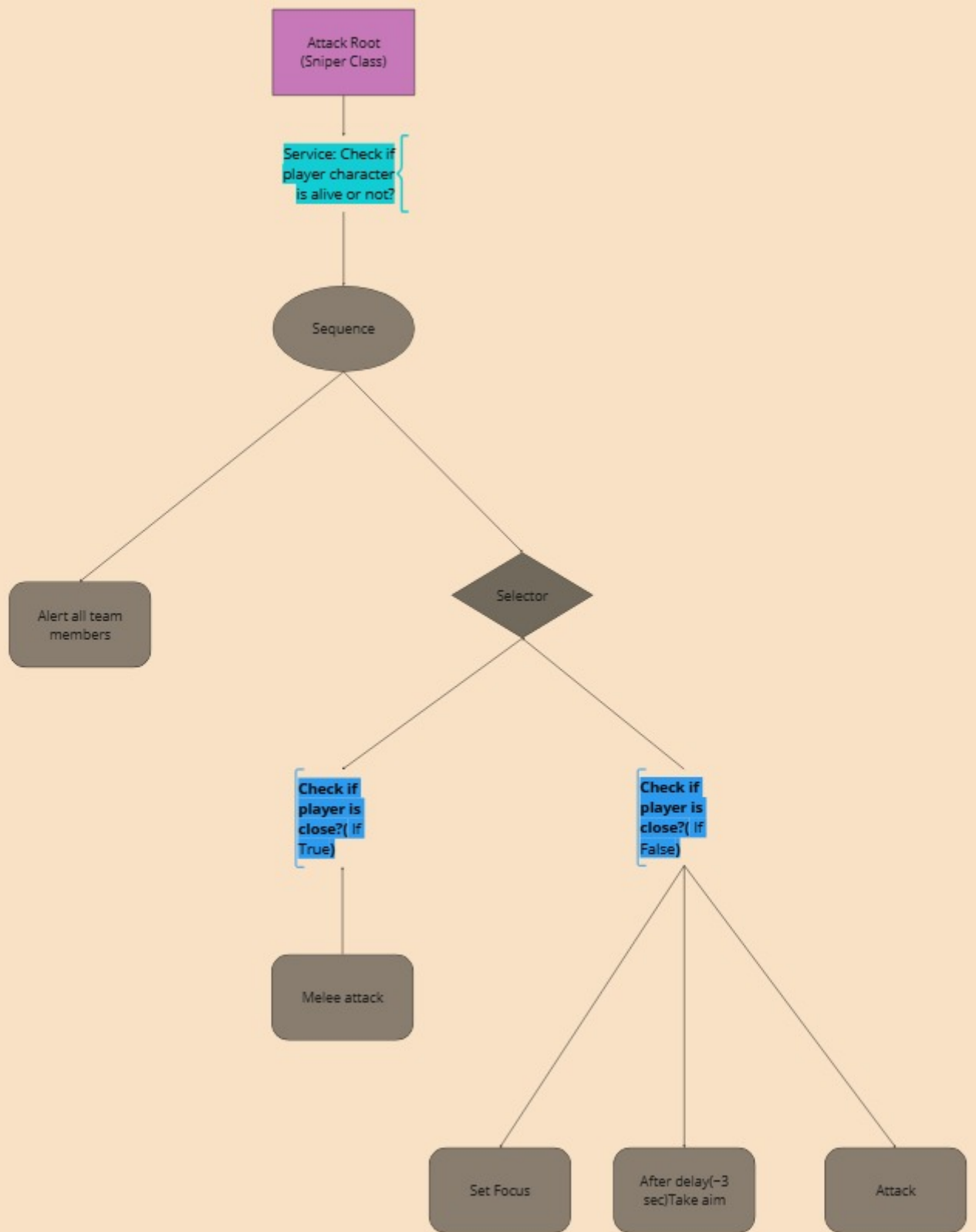






AI controller Checks

- 1) Ai Perception for idle - investigation - attack states
- 2) To check whether the enemy actor is the last person standing
- 3) Check whether the enemy actor is taking cover, charging or flanking.
- 4) Request Help from medic.
- 5) Check if grenade thrown is in range.
- 6) After evading grenade, check if the state was attacking or idle or investigating, and return to that state.
- 7) Communicate to other team members about spotting the player character.
- 8) Checking if the player character is dead, and returning to idle if it is.
- 9) Losing sight of the player can get make the enemy go back to investigating state.
- 10) Activities will be assigned through arrays of task in the manager
- 11) Use Find Look at rotation function to point spotlight at locations around.
- 12)The Enemy team will communicate and send the nearest guy to check out the perception sights



Evade Root
(Sniper Class)

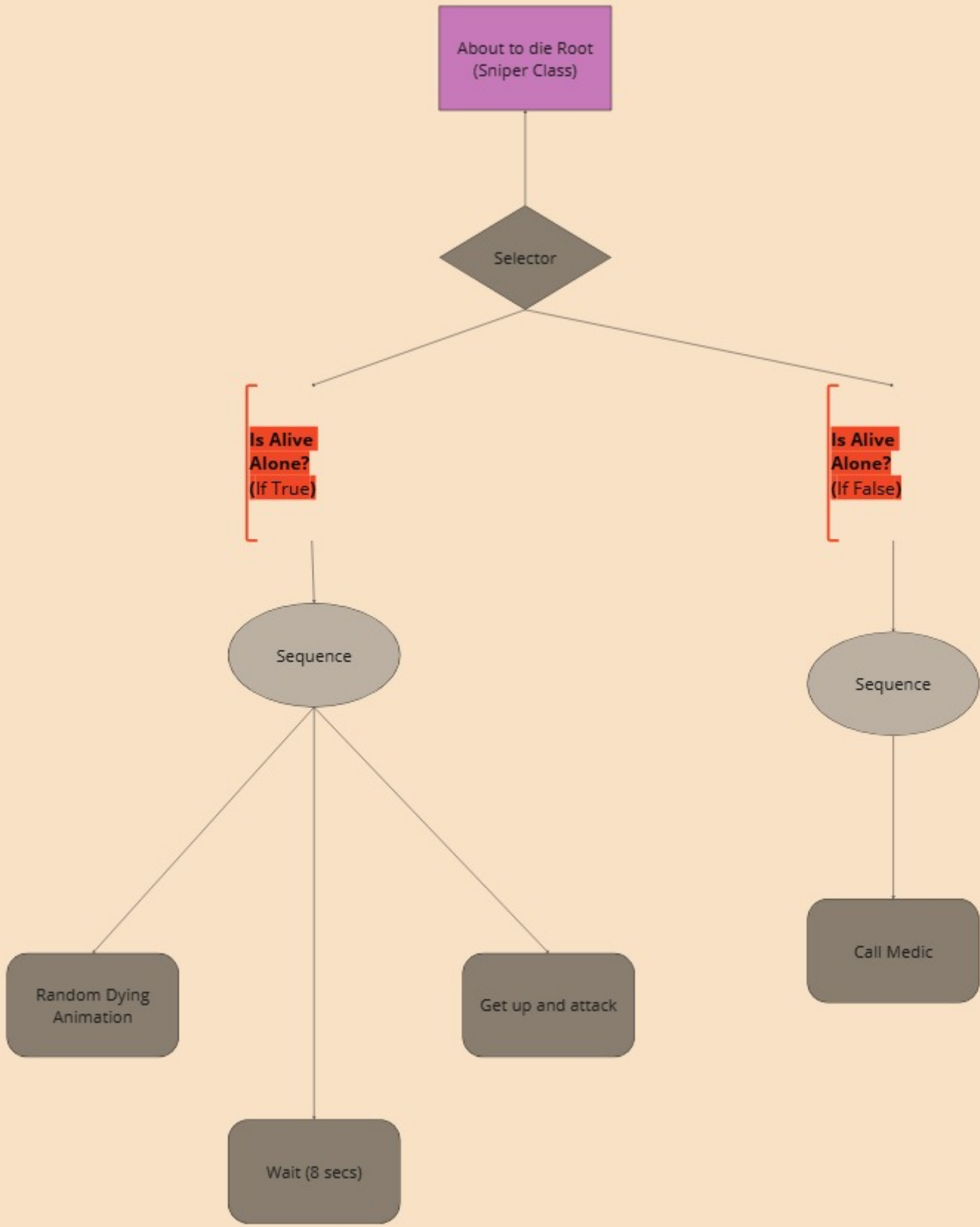
```
graph TD; A[Evade Root (Sniper Class)] --> B([Sequence]); B --> C[Random Direction for evasion]; B --> D[Random evade animation]; B --> E[Go to Investigation state];
```

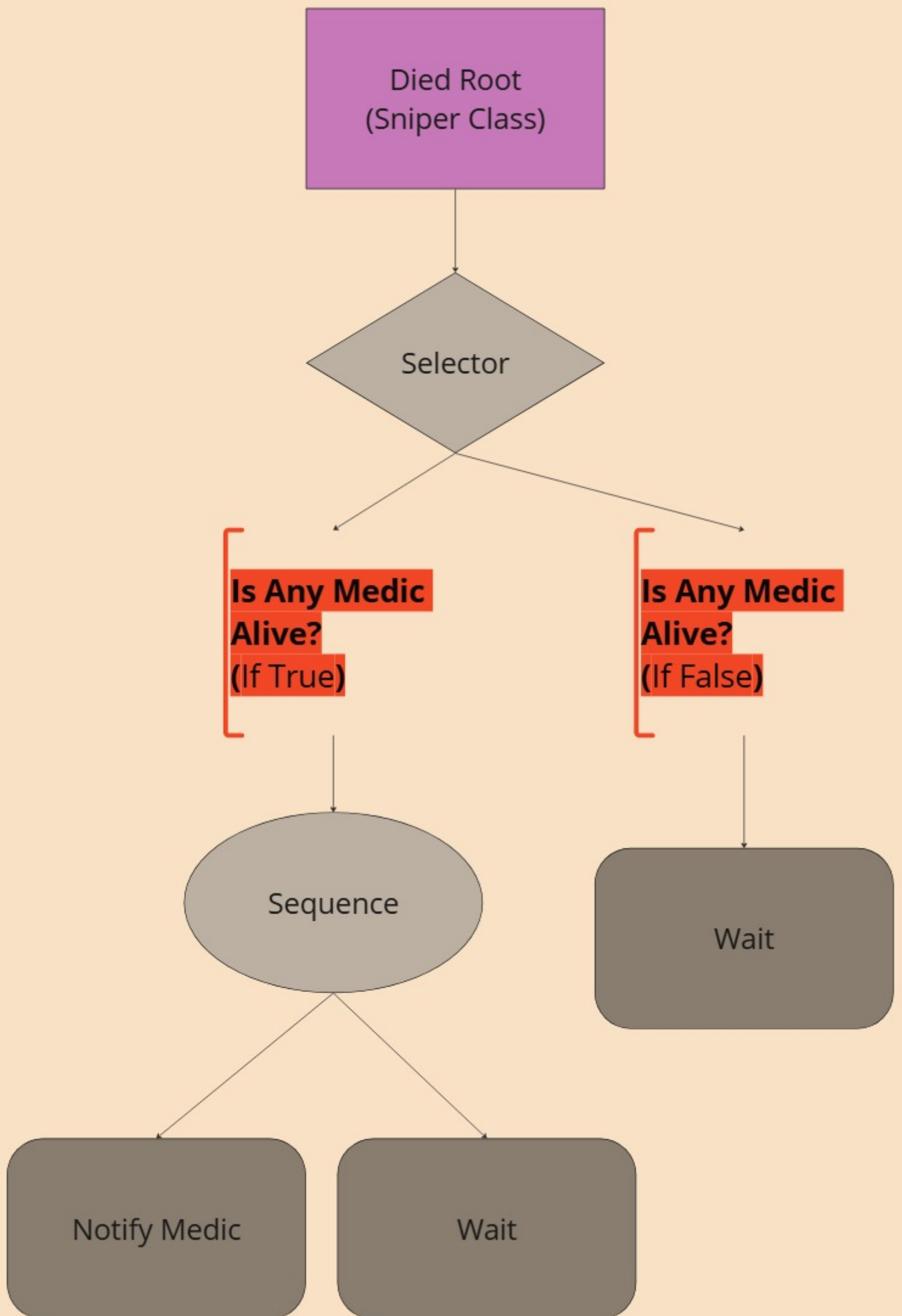
Sequence

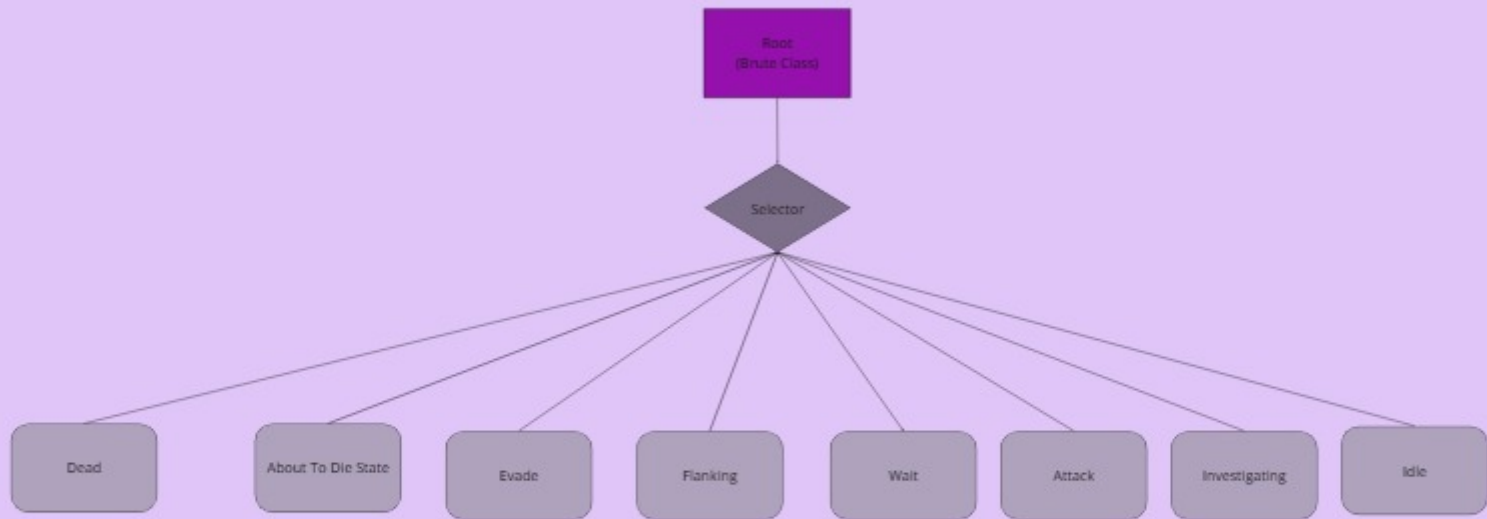
Random Direction
for evasion

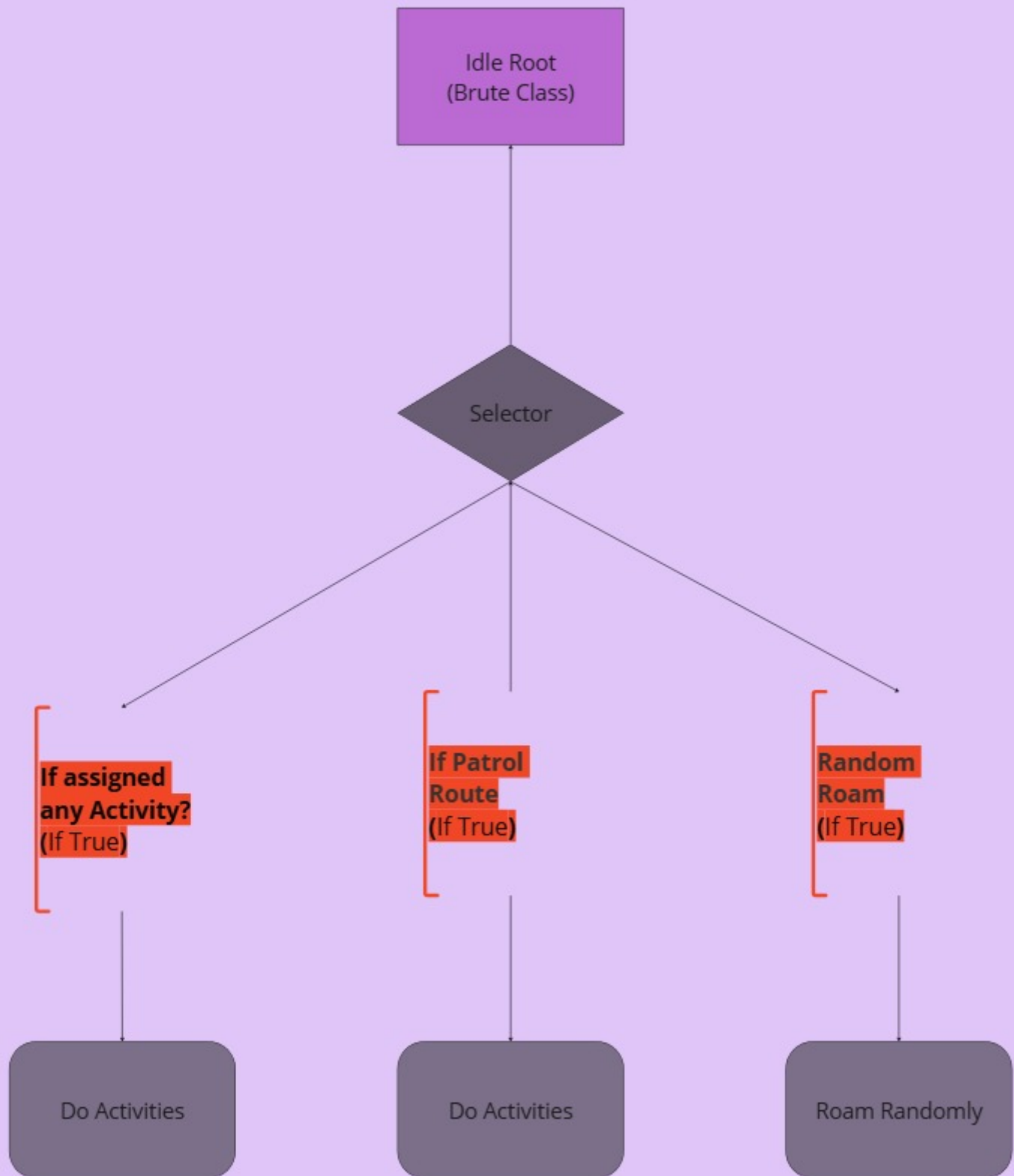
Random evade
animation

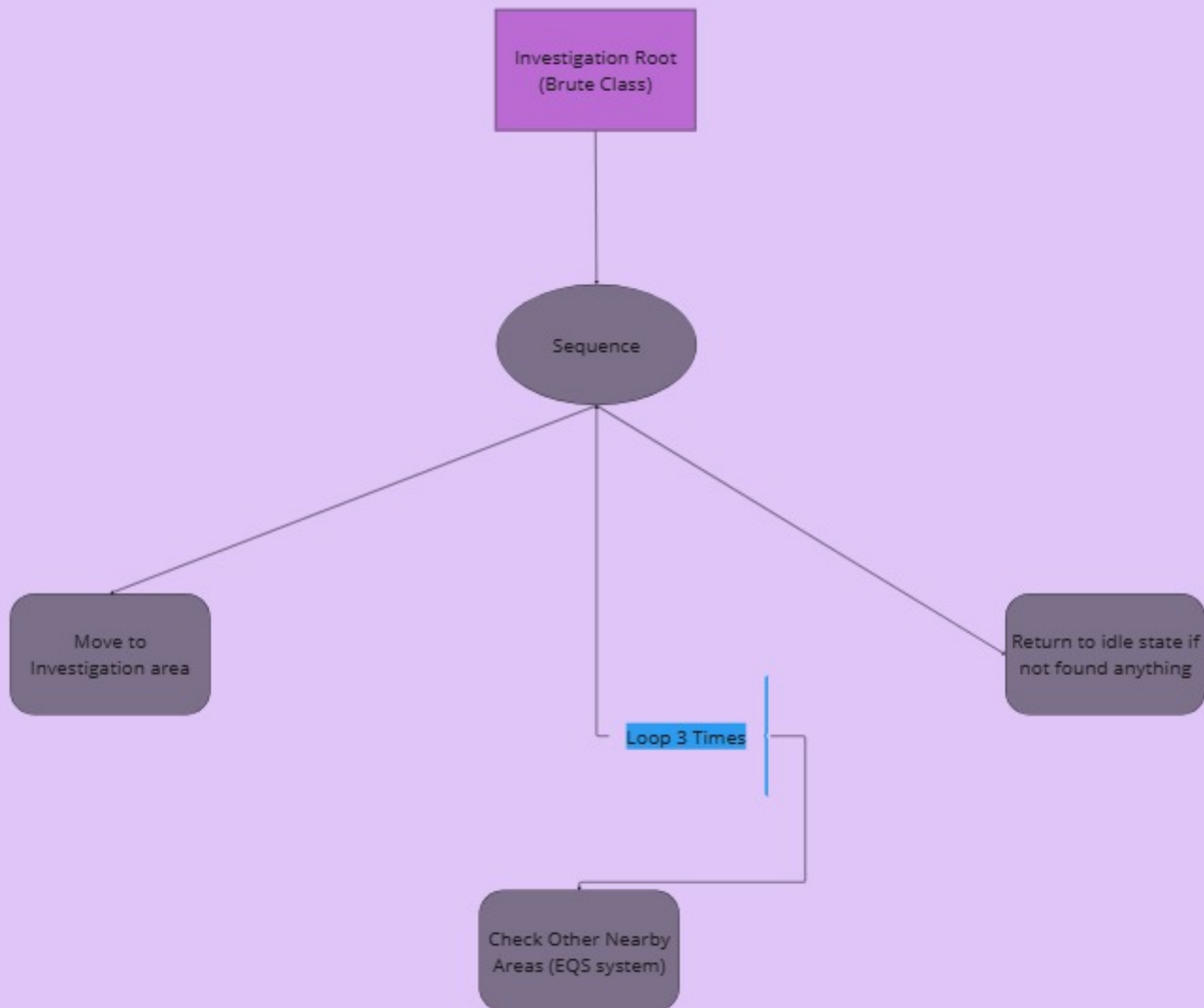
Go to Investigation
state

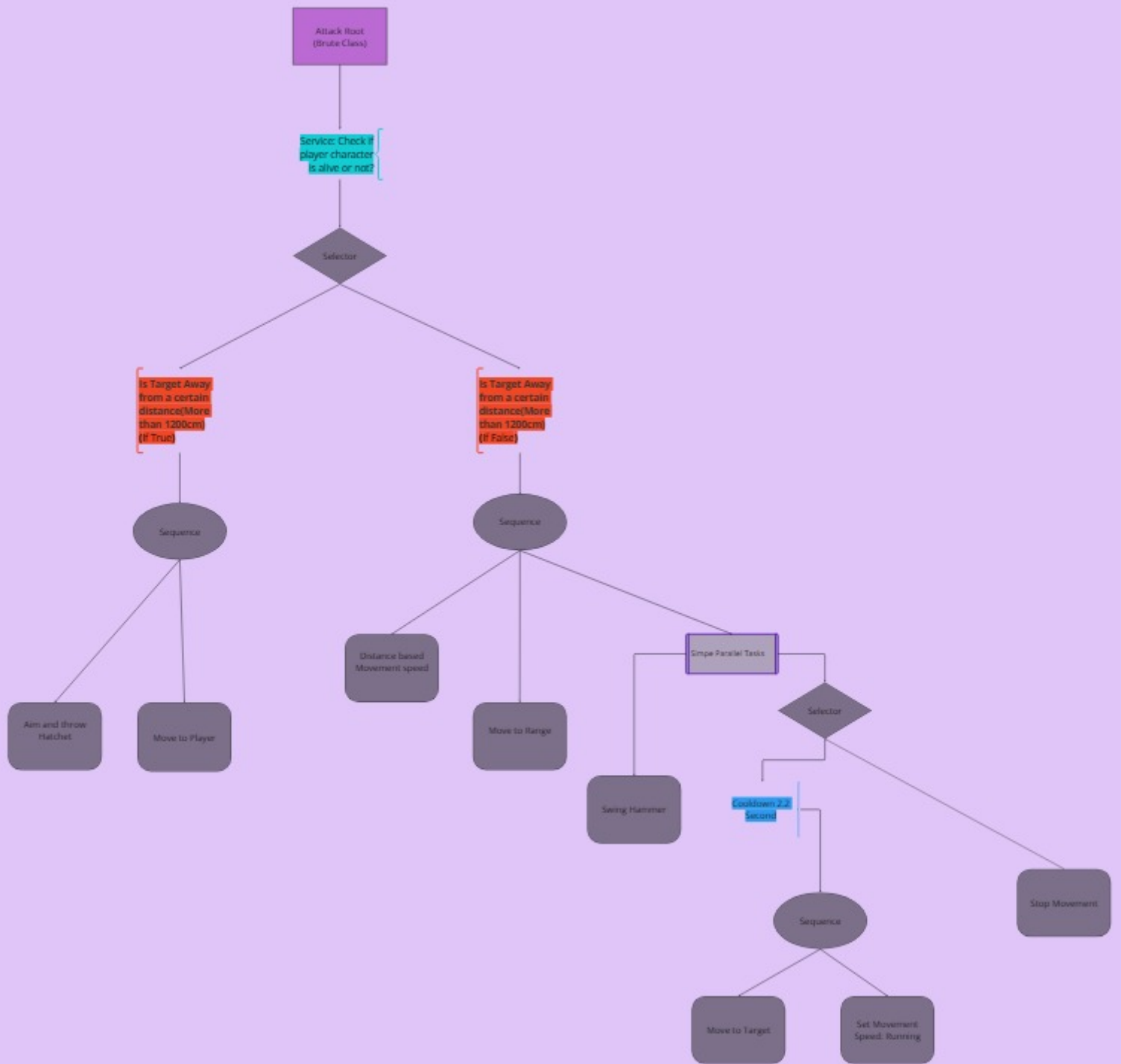


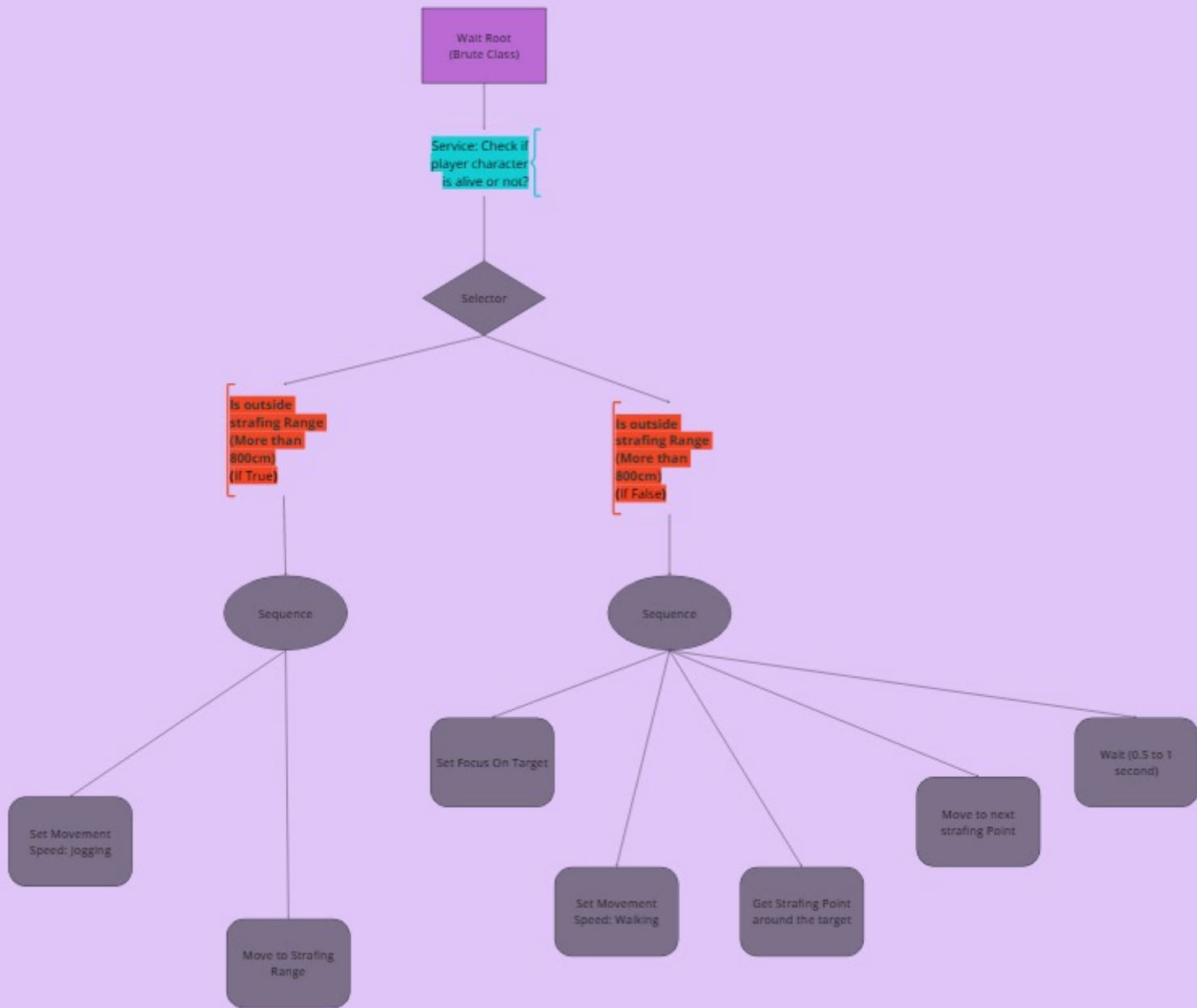


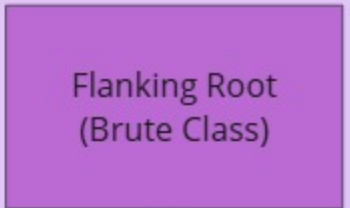






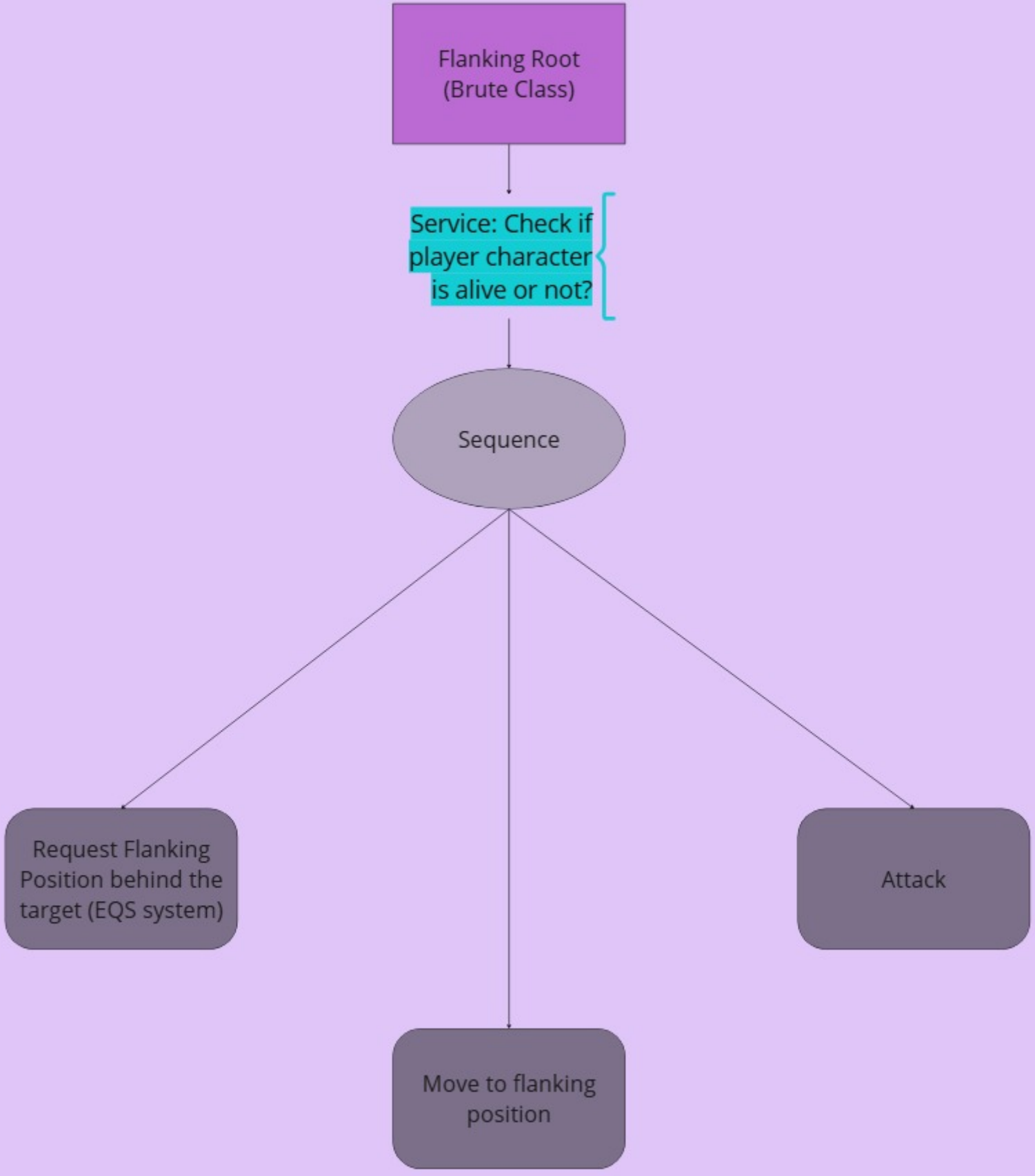
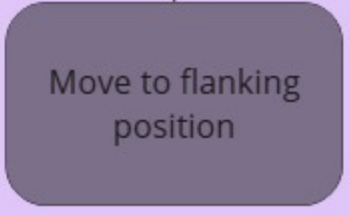
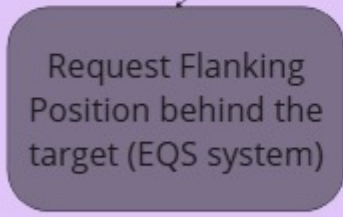
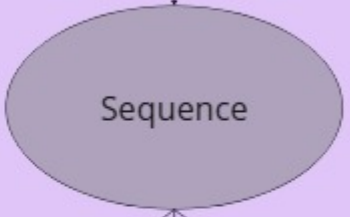






Service: Check if
player character
is alive or not?

A cyan rectangular node with a right-facing curly brace on its right side.



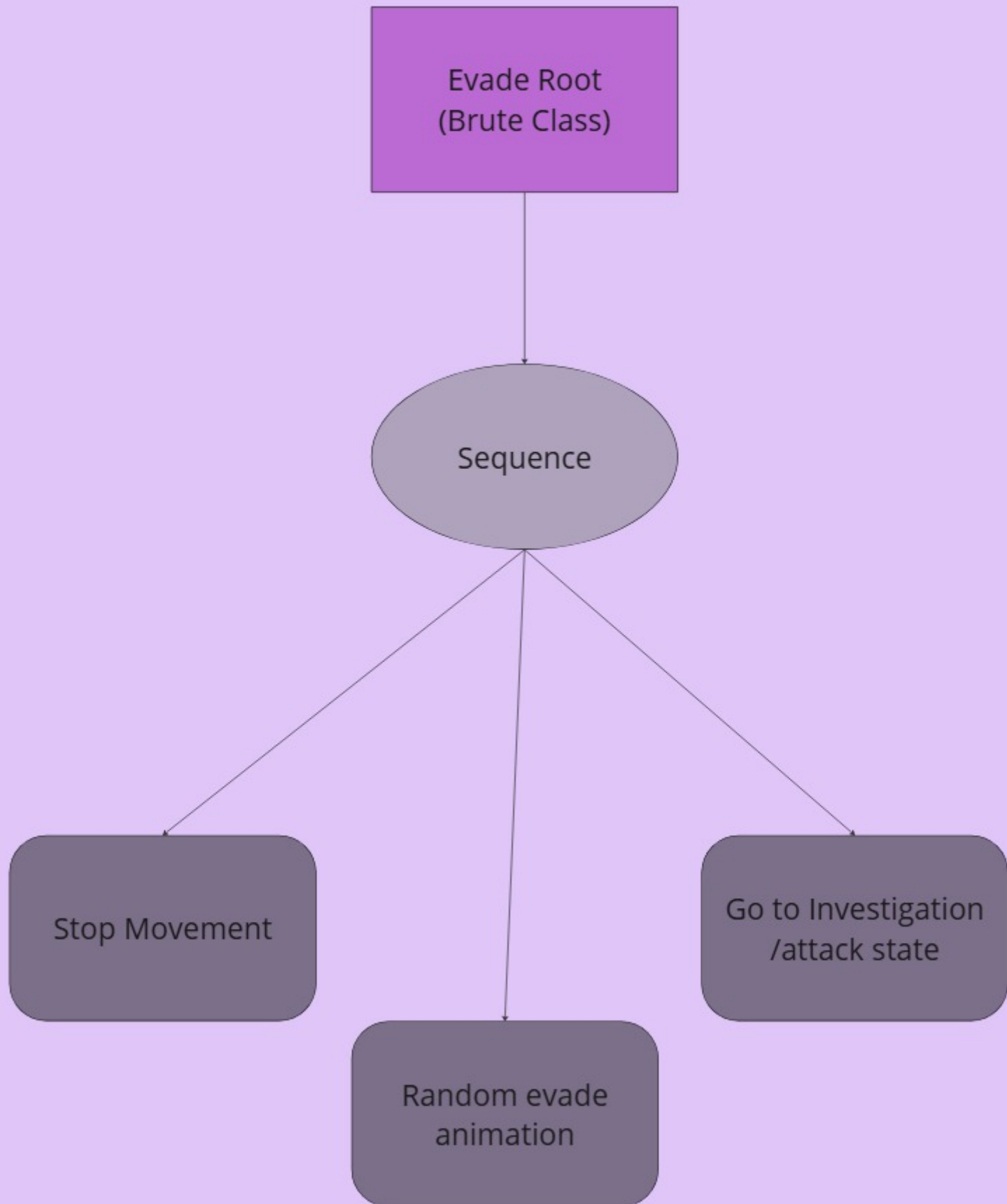
Evade Root
(Brute Class)

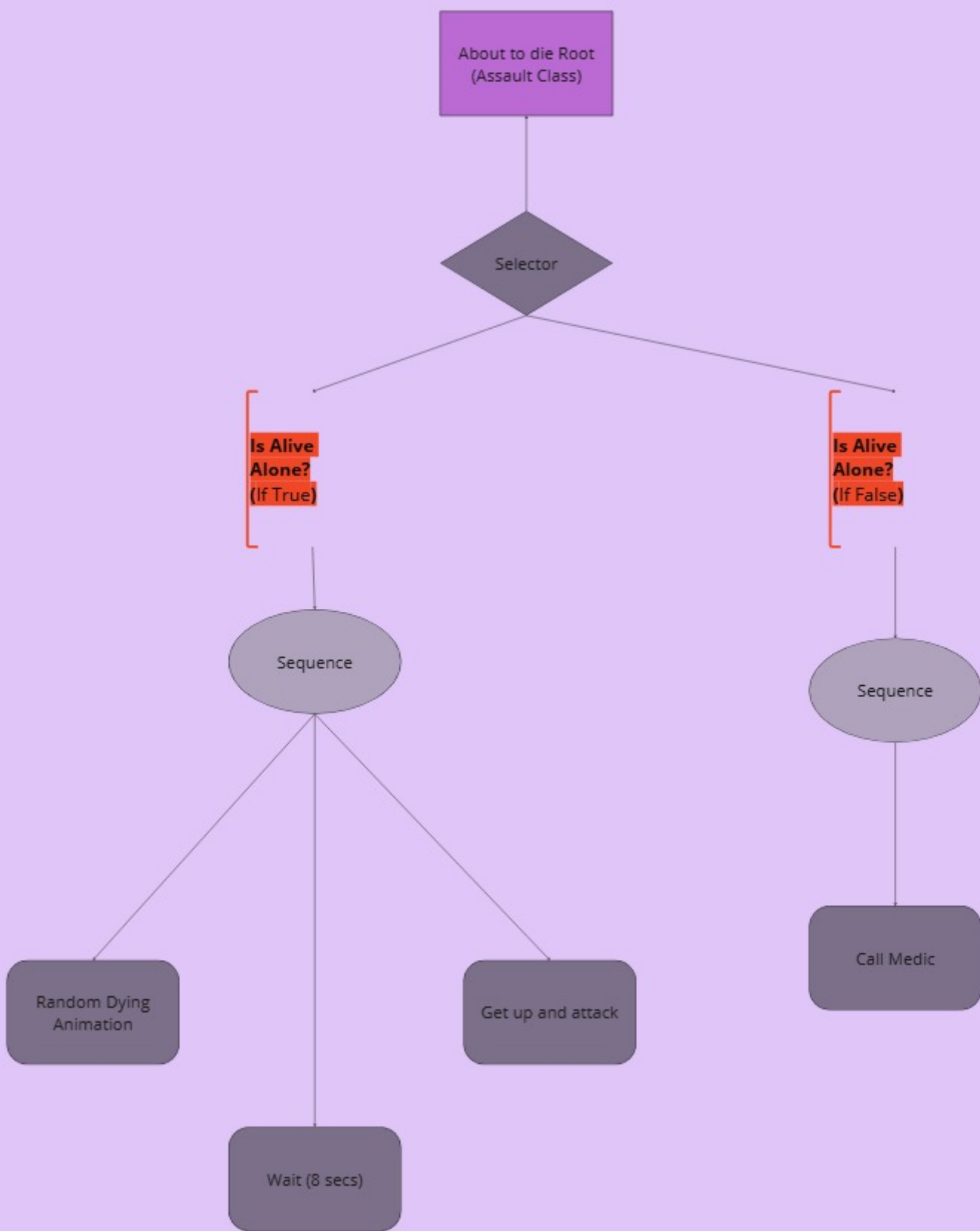
Sequence

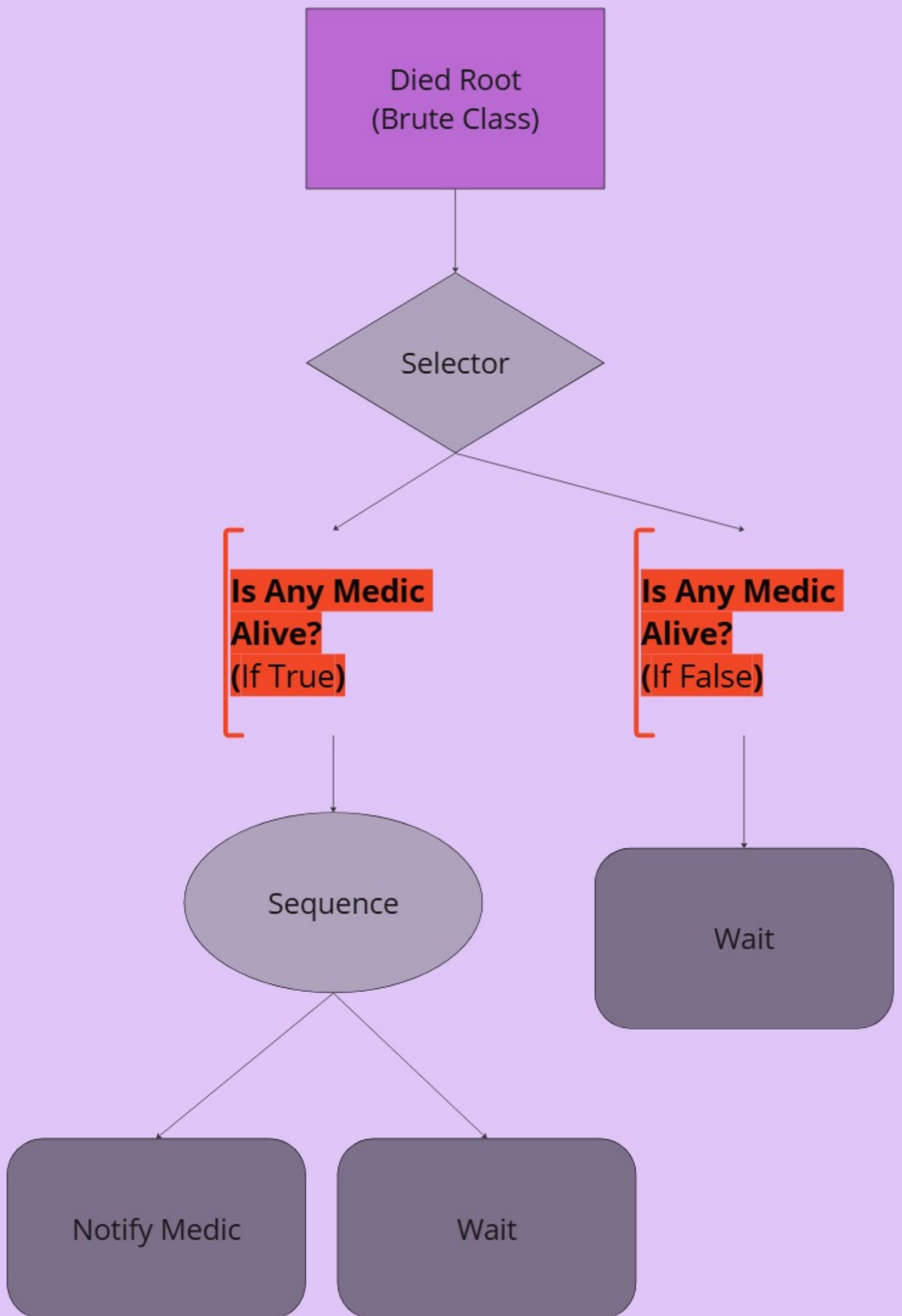
Stop Movement

Random evade
animation

Go to Investigation
/attack state

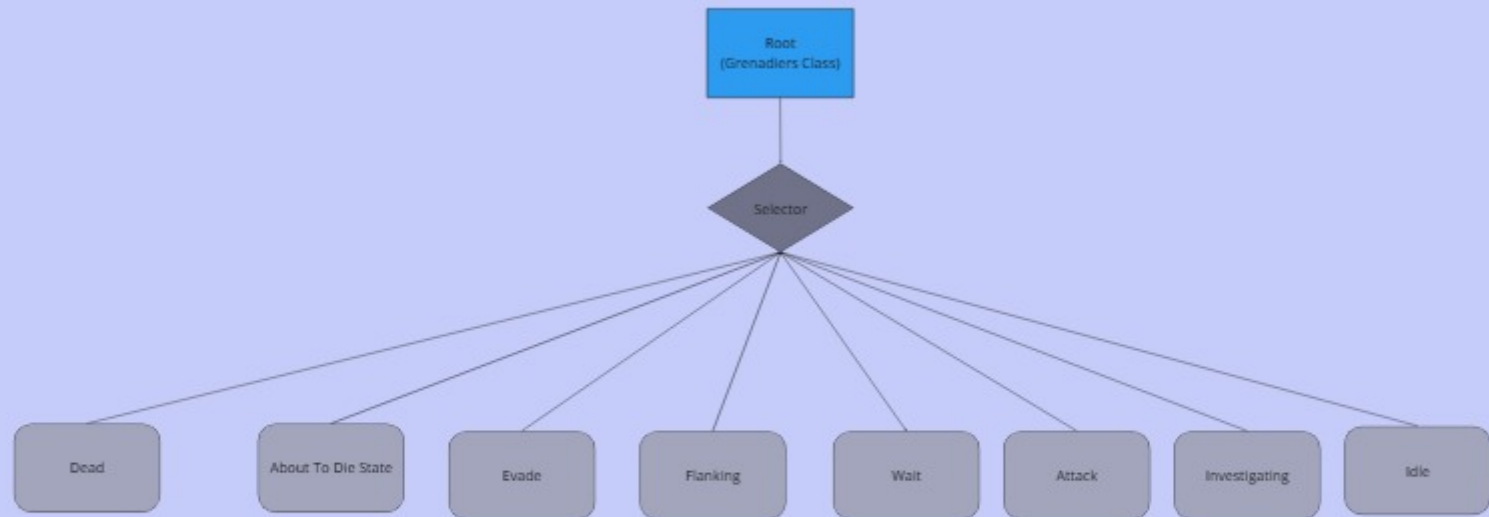


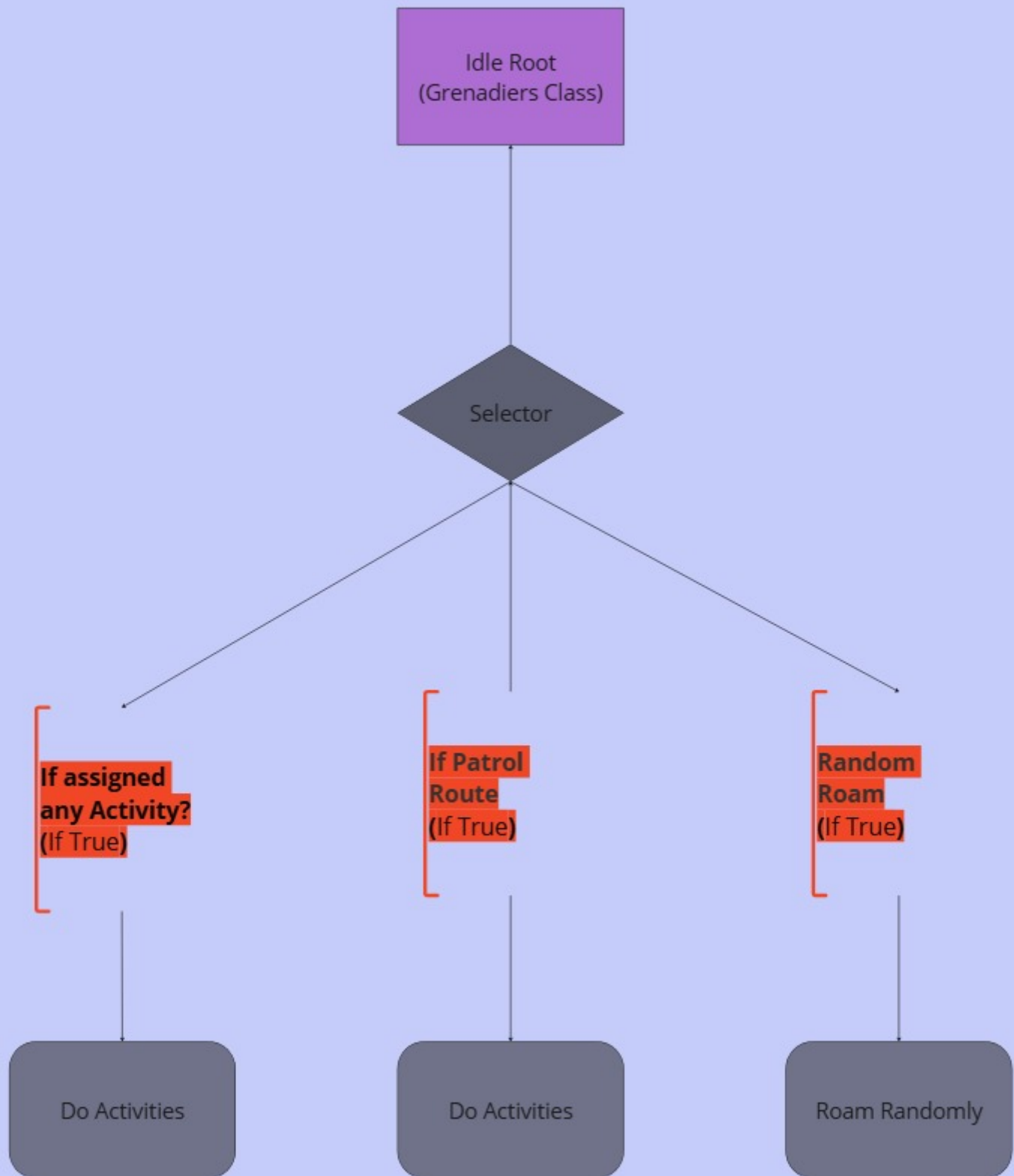


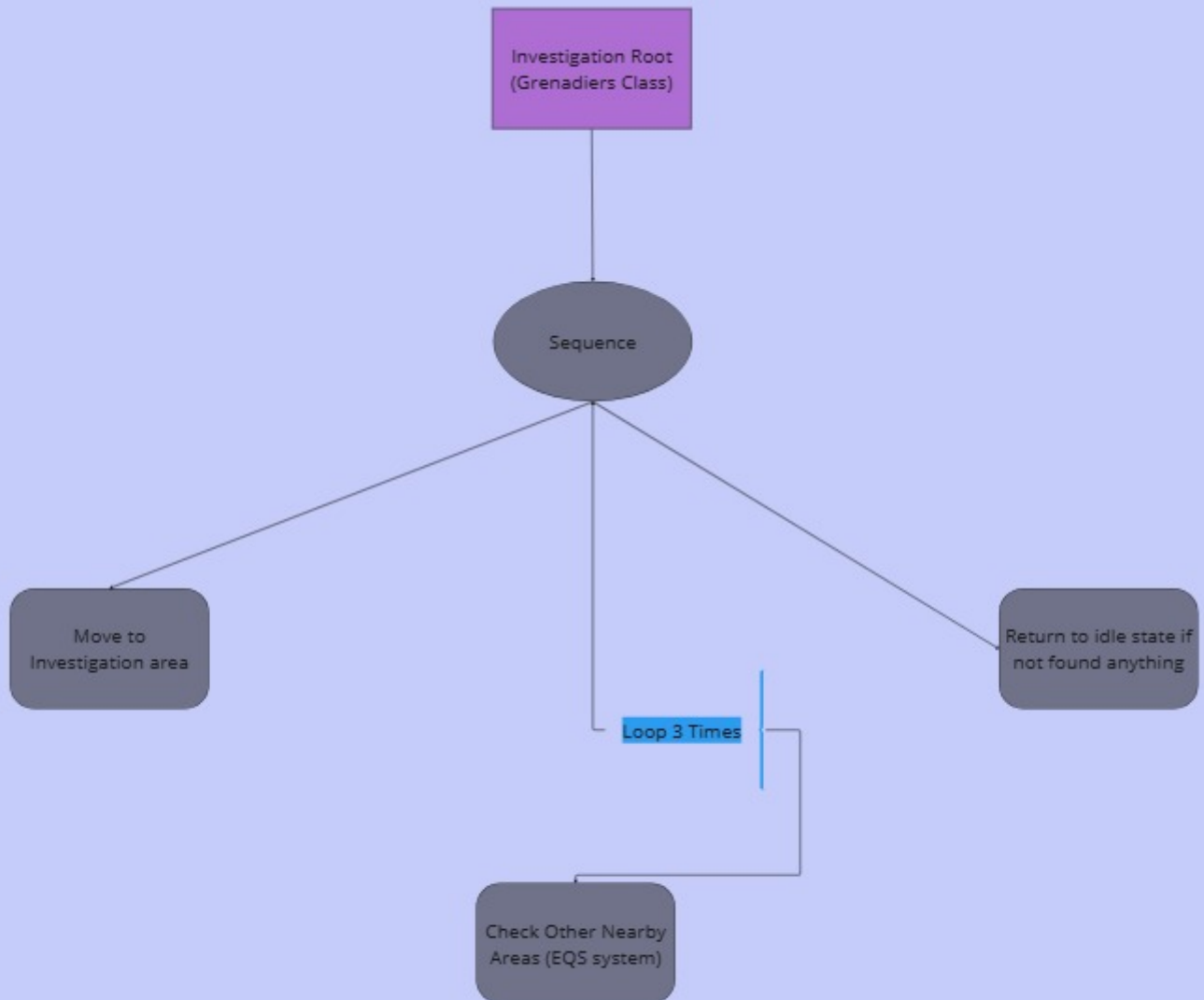


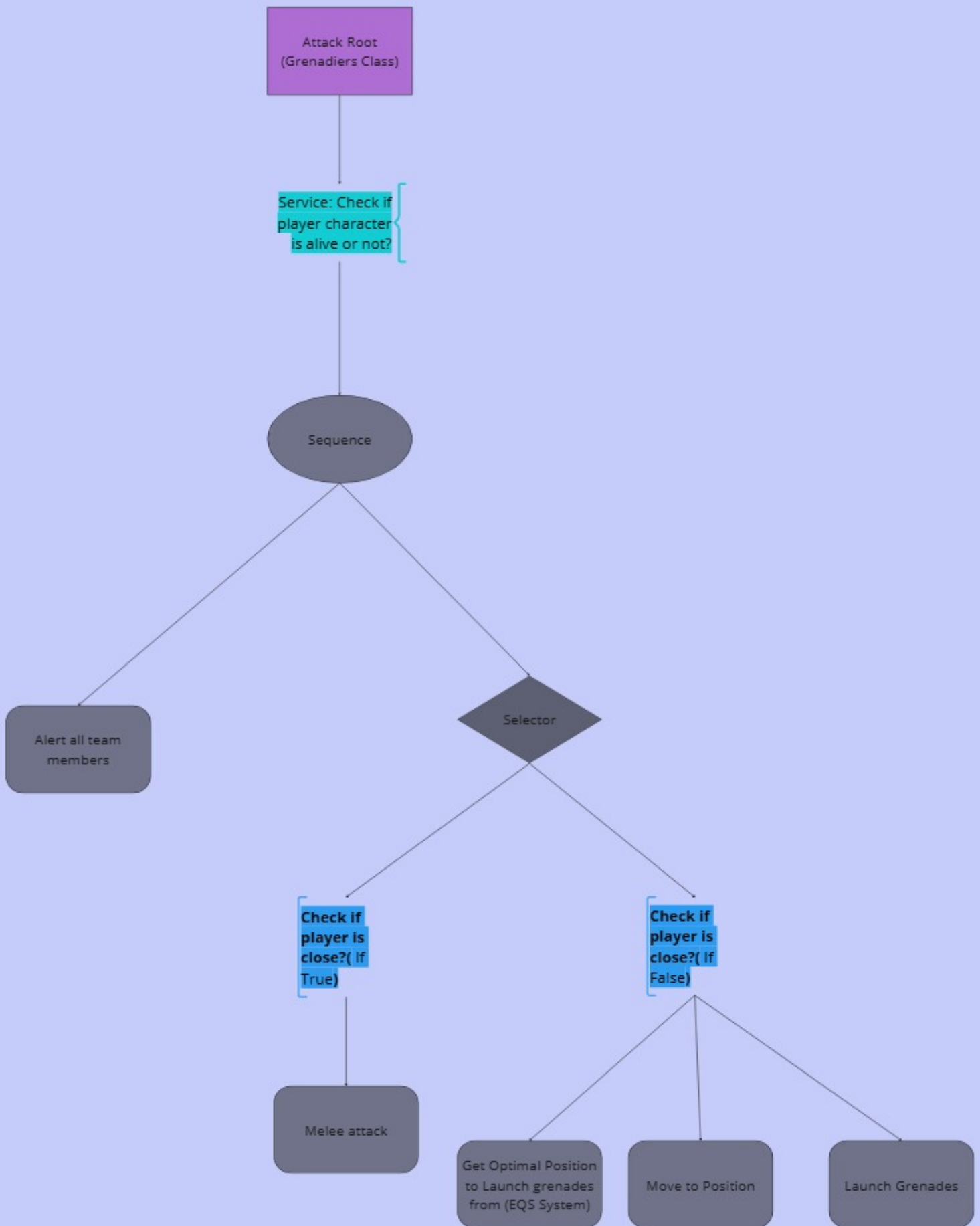
AI controller Checks

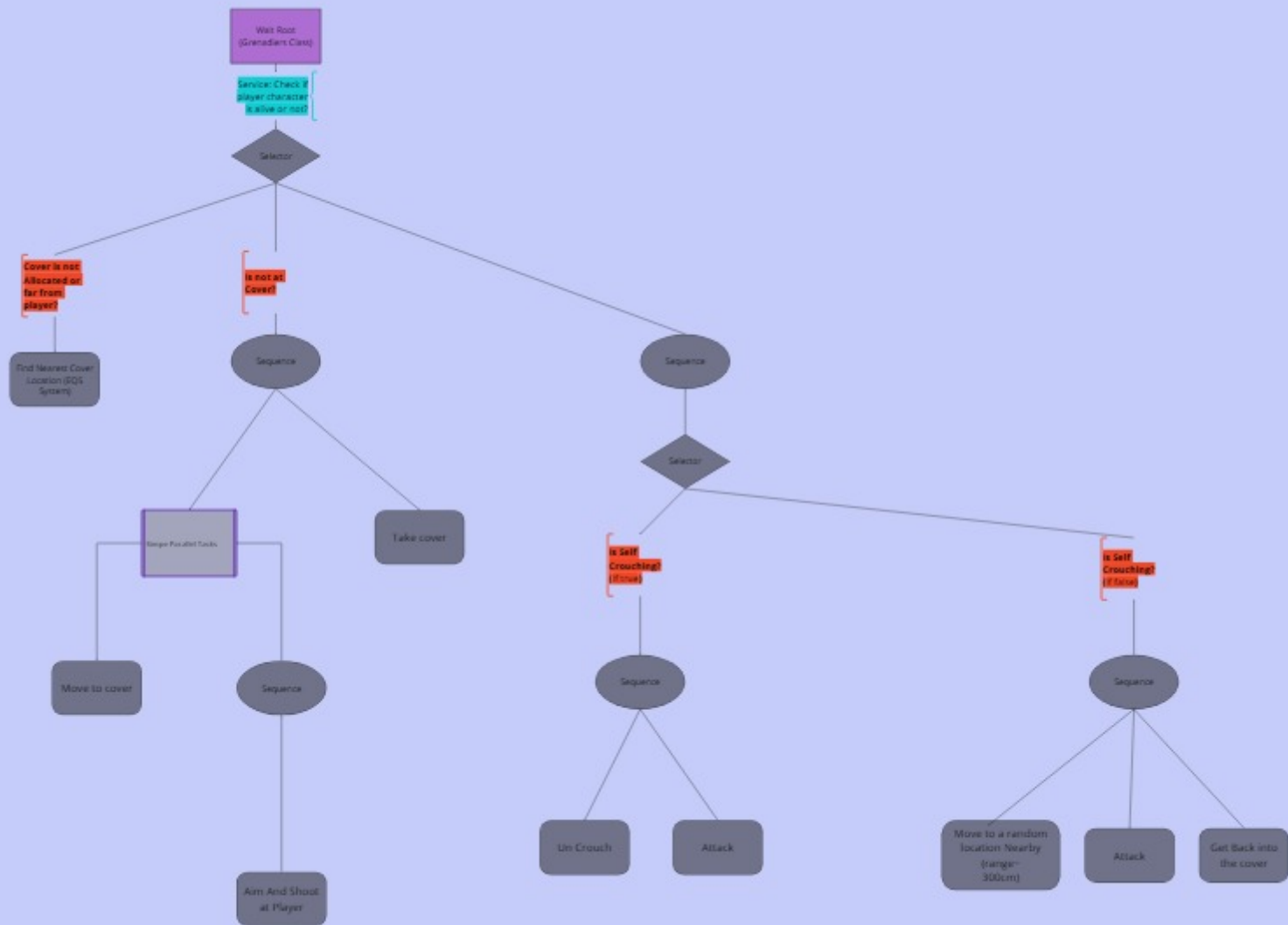
- 1) Ai Perception for idle - investigation - attack states
- 2) To check whether the enemy actor is the last person standing
- 3) Check whether the enemy actor is taking cover, charging or flanking.
- 4) Request Help from medic.
- 5) Check if grenade thrown is in range.
- 6) After evading grenade, check if the state was attacking or idle or investigating, and return to that state.
- 7) Communicate to other team members about spotting the player character.
- 8) Checking if the player character is dead, and returning to idle if it is.
- 9) Losing sight of the player can get make the enemy go back to investigating state.
- 10) Activities will be assigned through arrays of task in the manager.
- 11)The Enemy team will communicate and send the nearest guy to check out the perception sights











Flanking Root
(Grenadier Class)

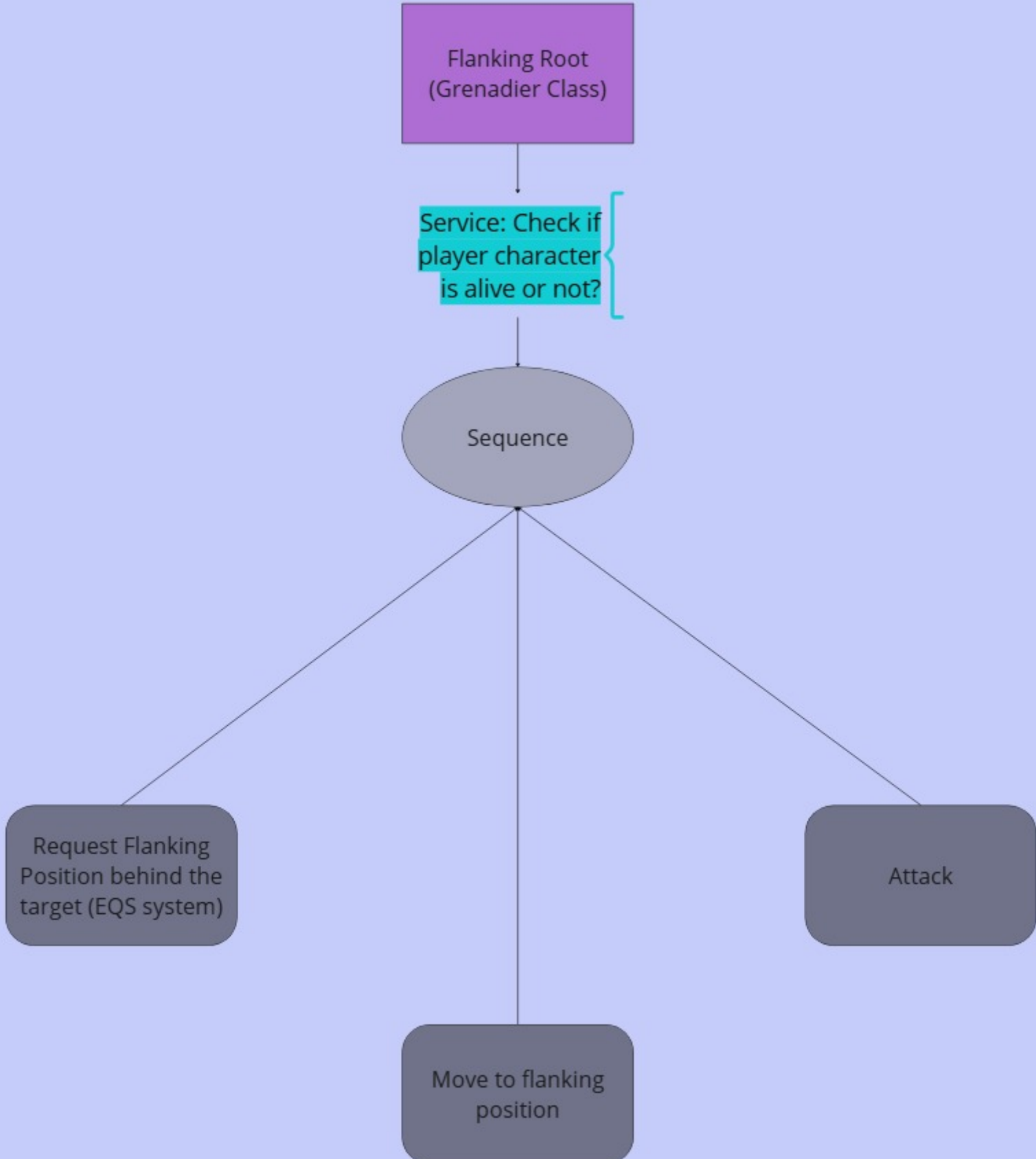
Service: Check if
player character
is alive or not?

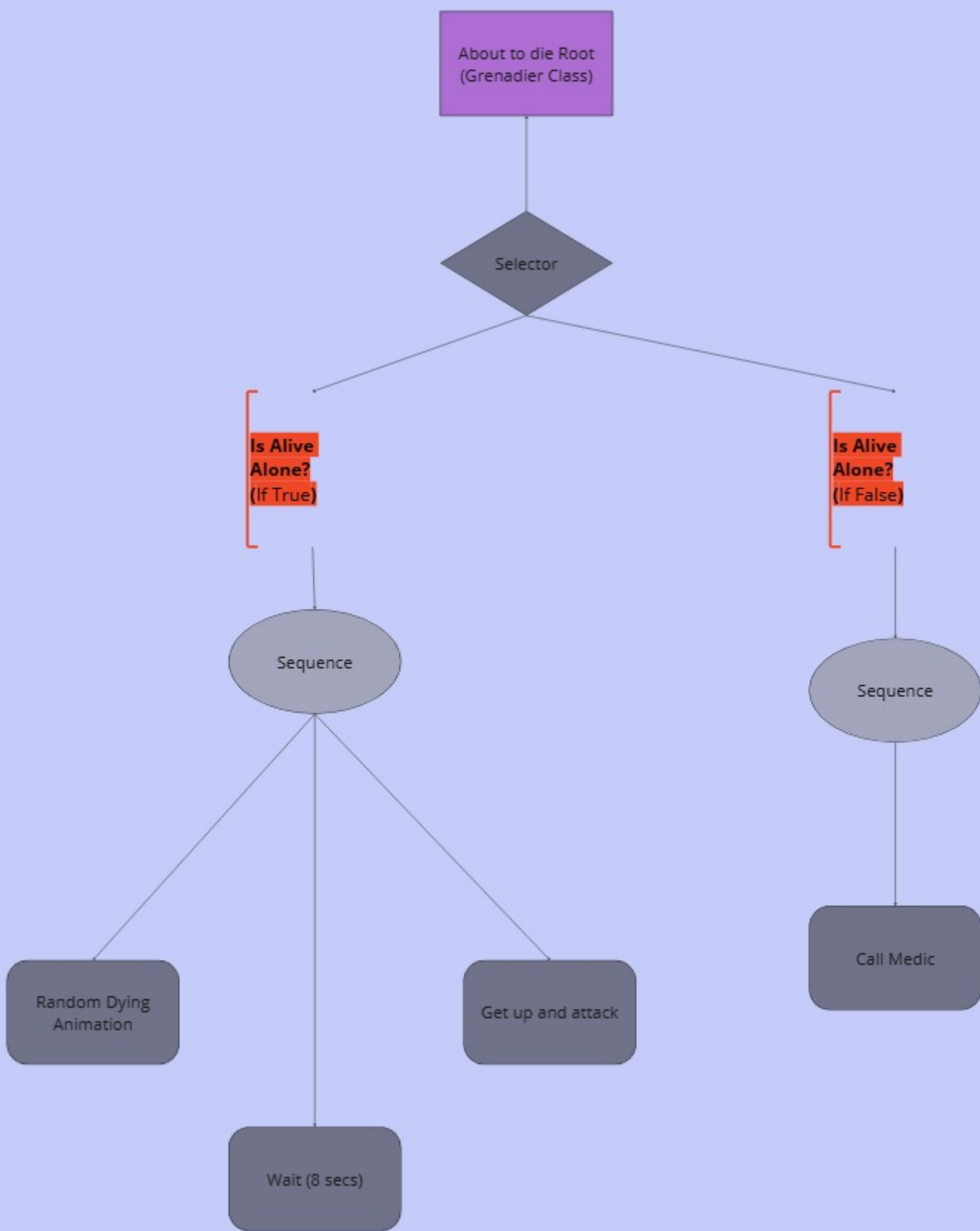
Sequence

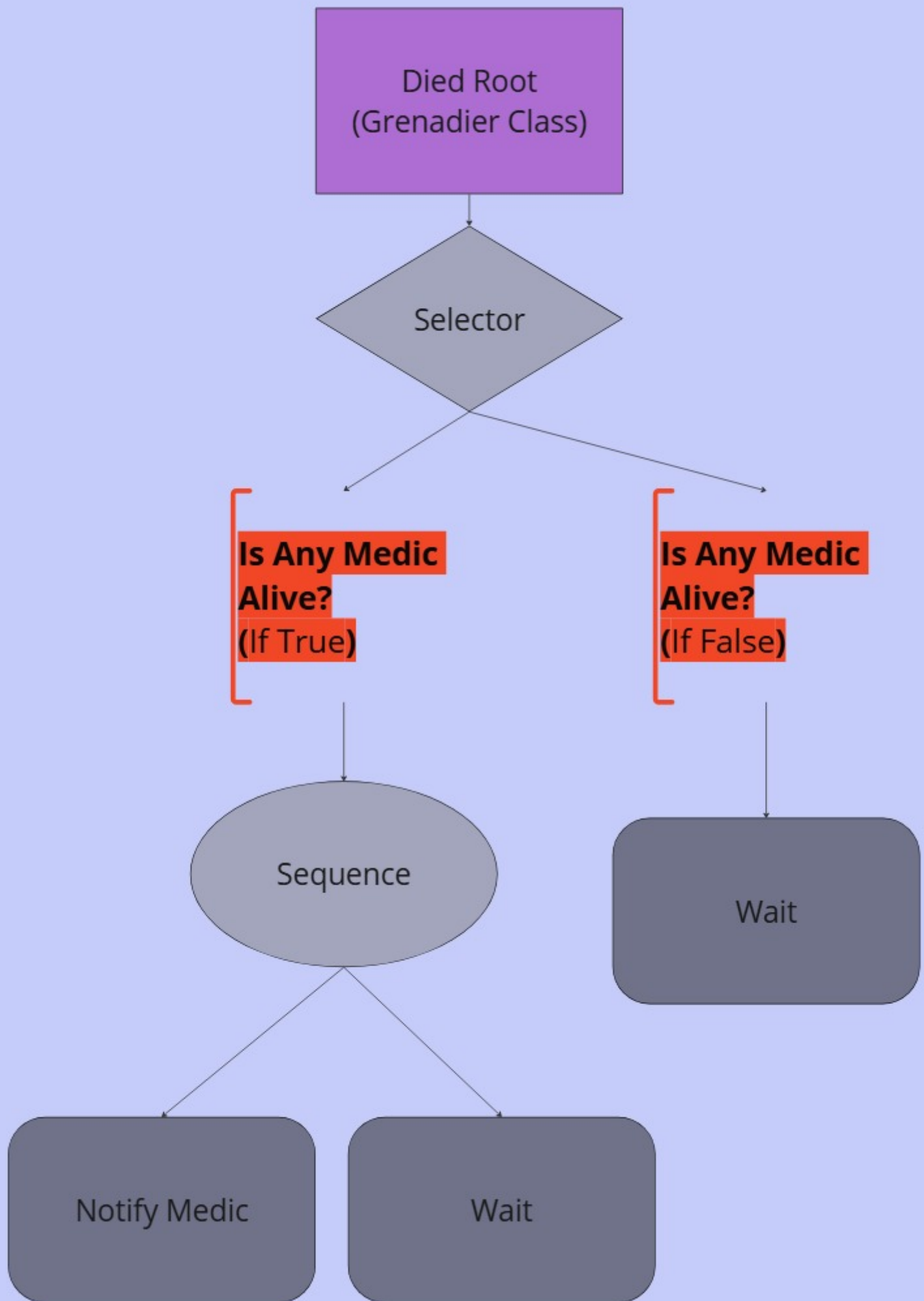
Request Flanking
Position behind the
target (EQS system)

Move to flanking
position

Attack







Evade Root
(Grenadier Class)

```
graph TD; A[Evade Root (Grenadier Class)] --> B([Sequence]); B --> C(Random Direction for evasion); B --> D(Random evade animation); B --> E(Go to Investigation state);
```

Sequence

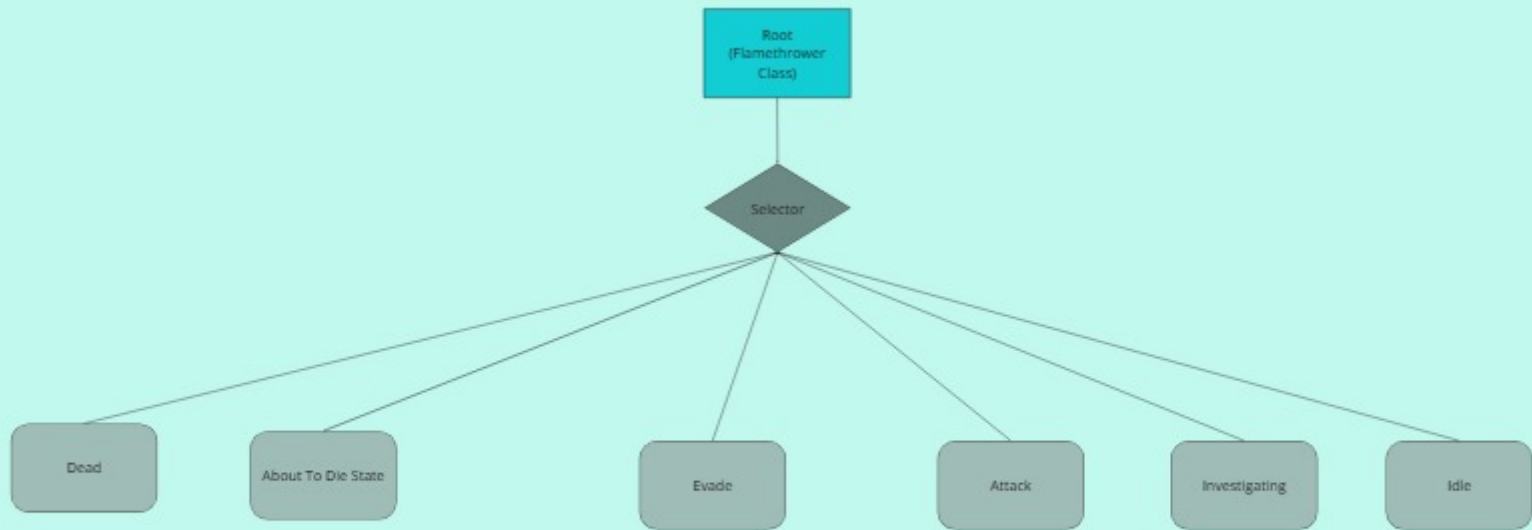
Random Direction
for evasion

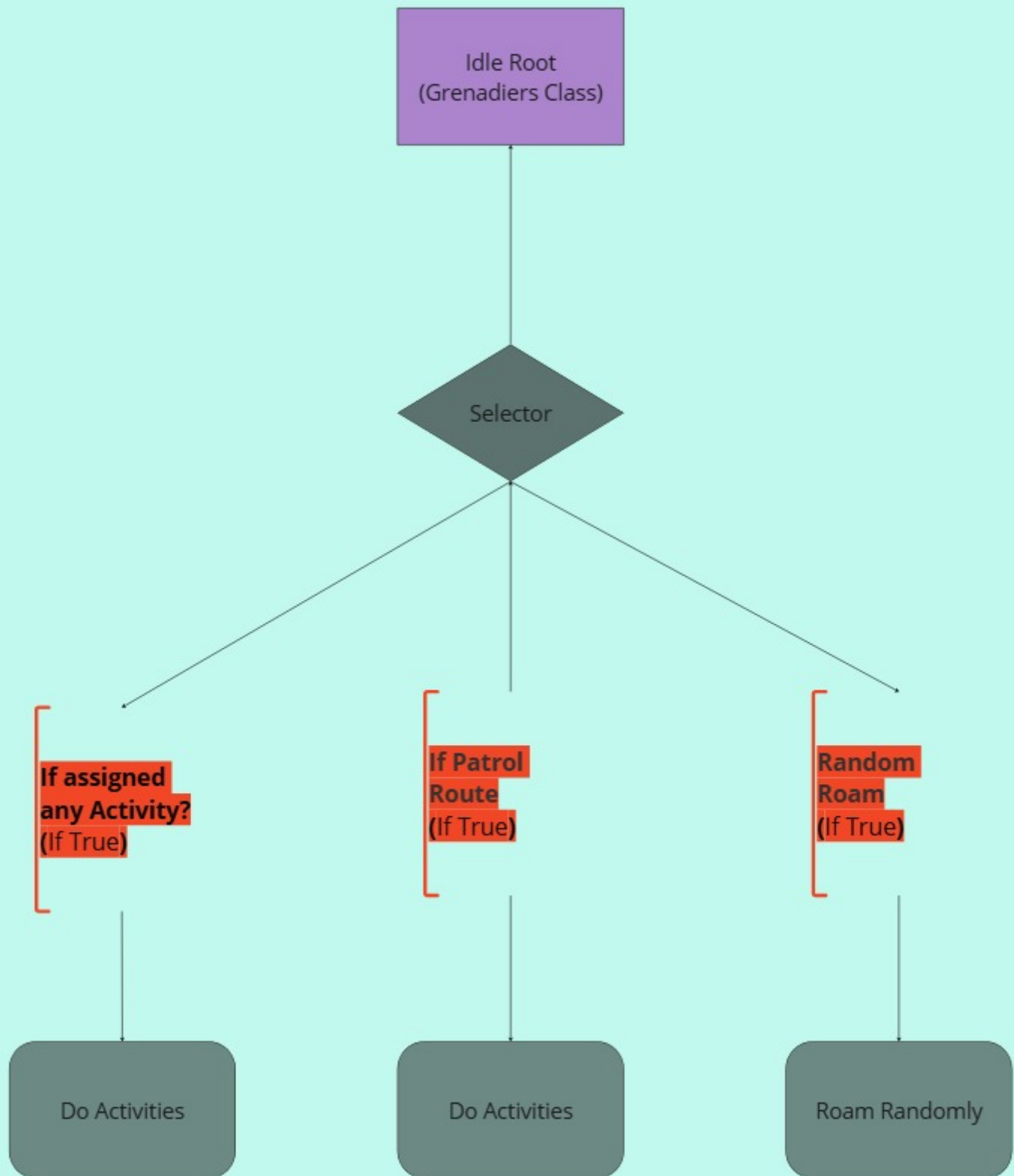
Random evade
animation

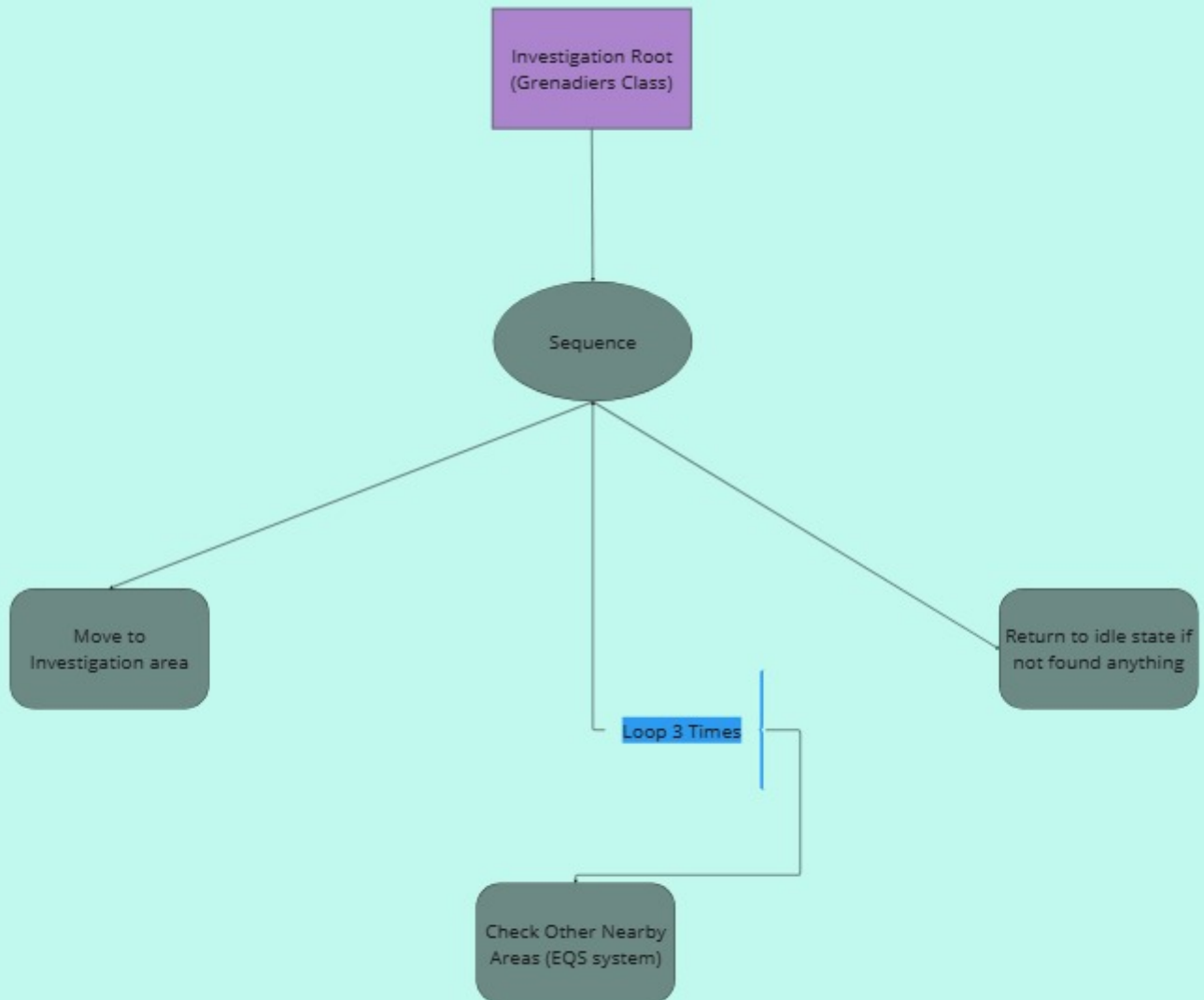
Go to Investigation
state

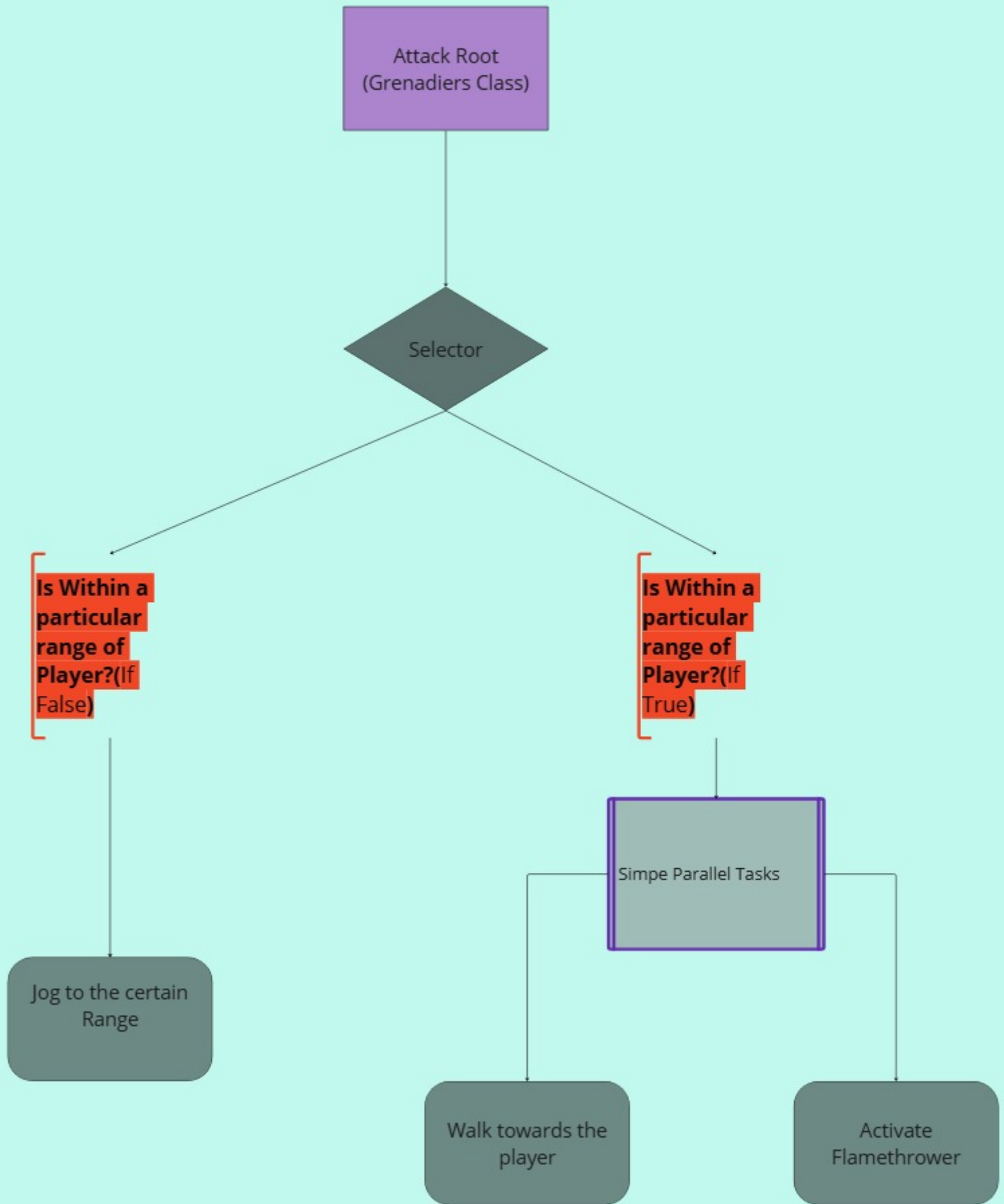
AI controller Checks

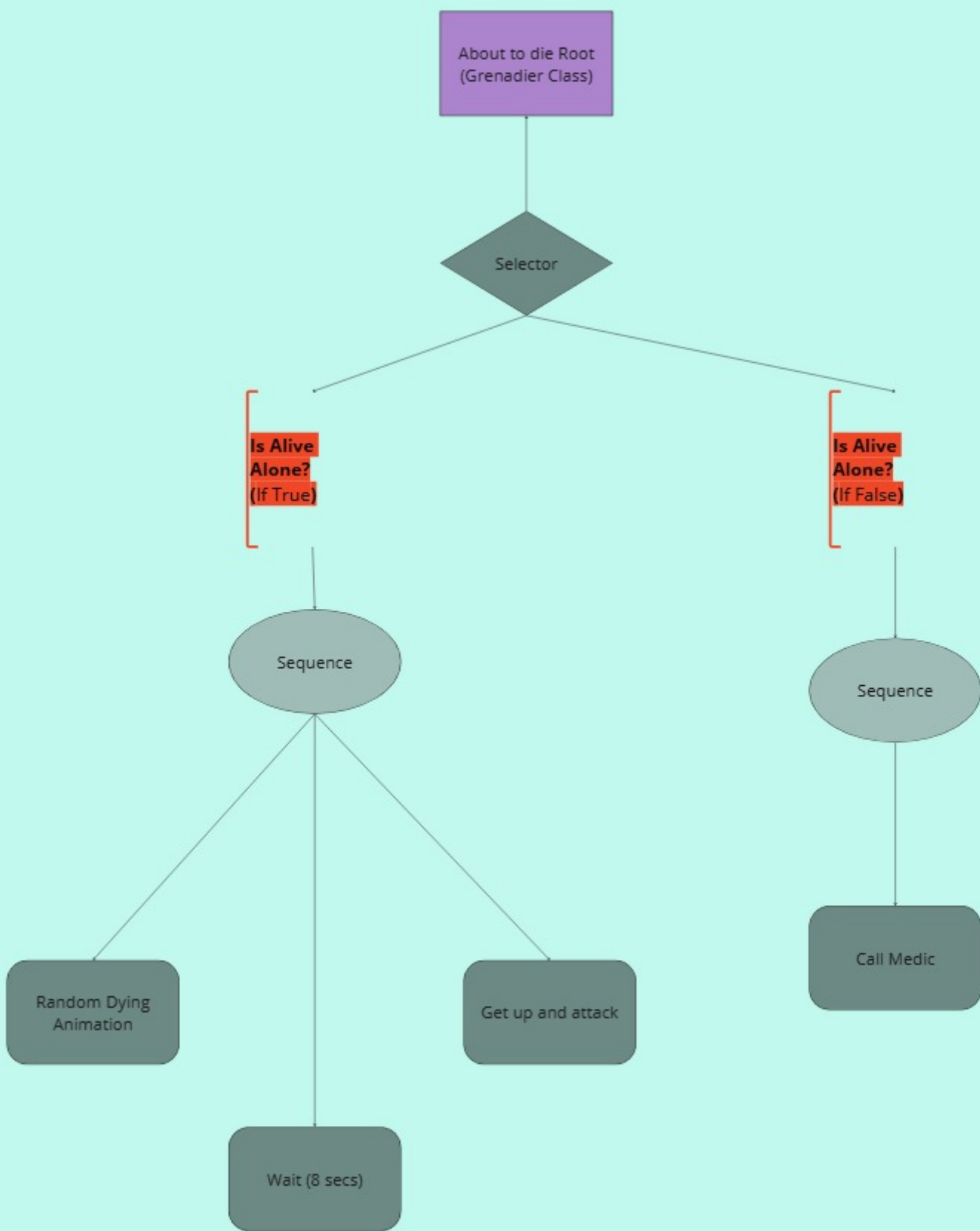
- 1) Ai Perception for idle - investigation - attack states
- 2) To check whether the enemy actor is the last person standing
- 3) Check whether the enemy actor is taking cover, charging or flanking.
- 4) Request Help from medic.
- 5) Check if grenade thrown is in range.
- 6) After evading grenade, check if the state was attacking or idle or investigating, and return to that state.
- 7) Communicate to other team members about spotting the player character.
- 8) Checking if the player character is dead, and returning to idle if it is.
- 9) Losing sight of the player can get make the enemy go back to investigating state.
- 10) Activities will be assigned through arrays of task in the manager
- 11) The Enemy team will communicate and send the nearest guy to check out the perception sights

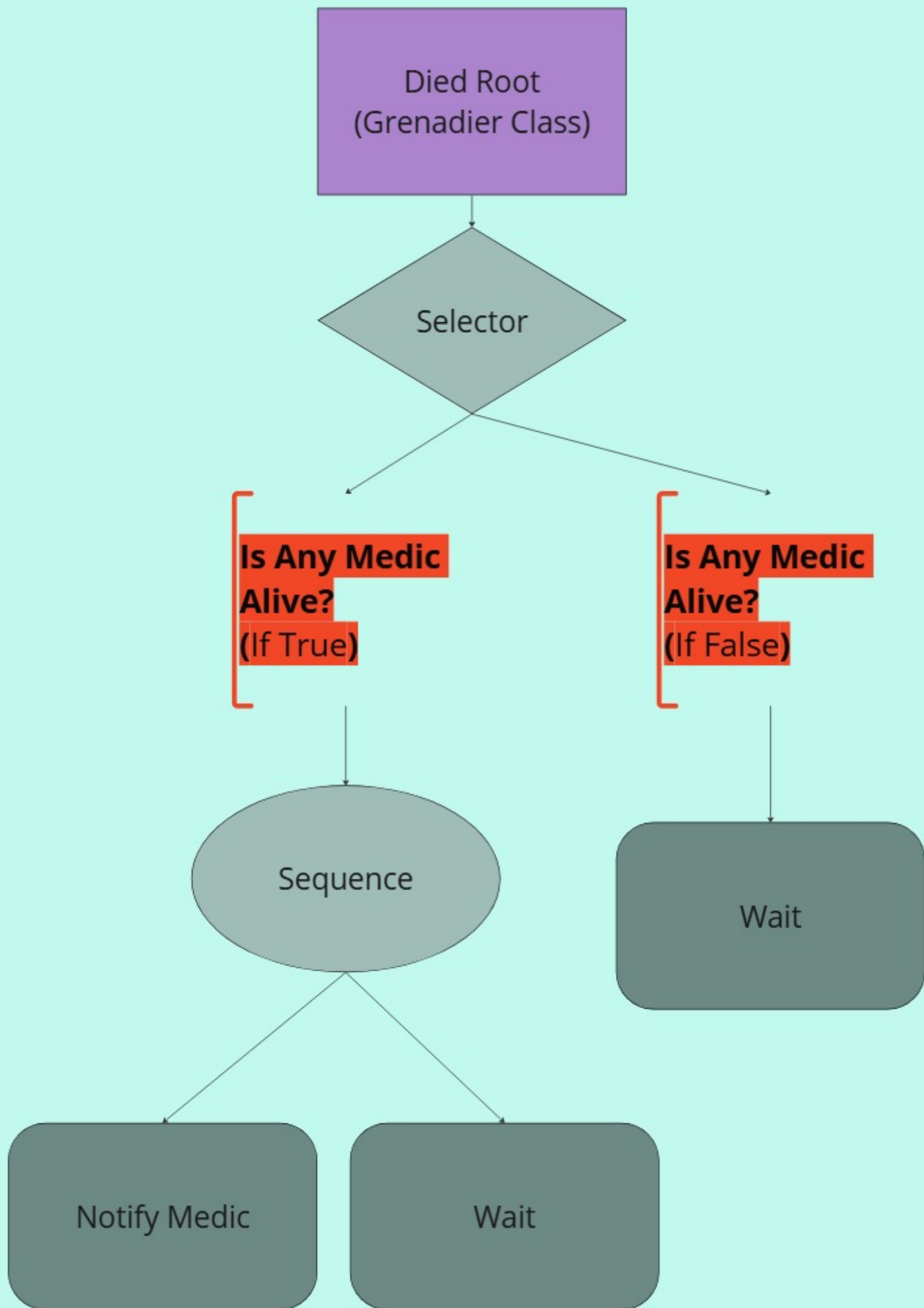


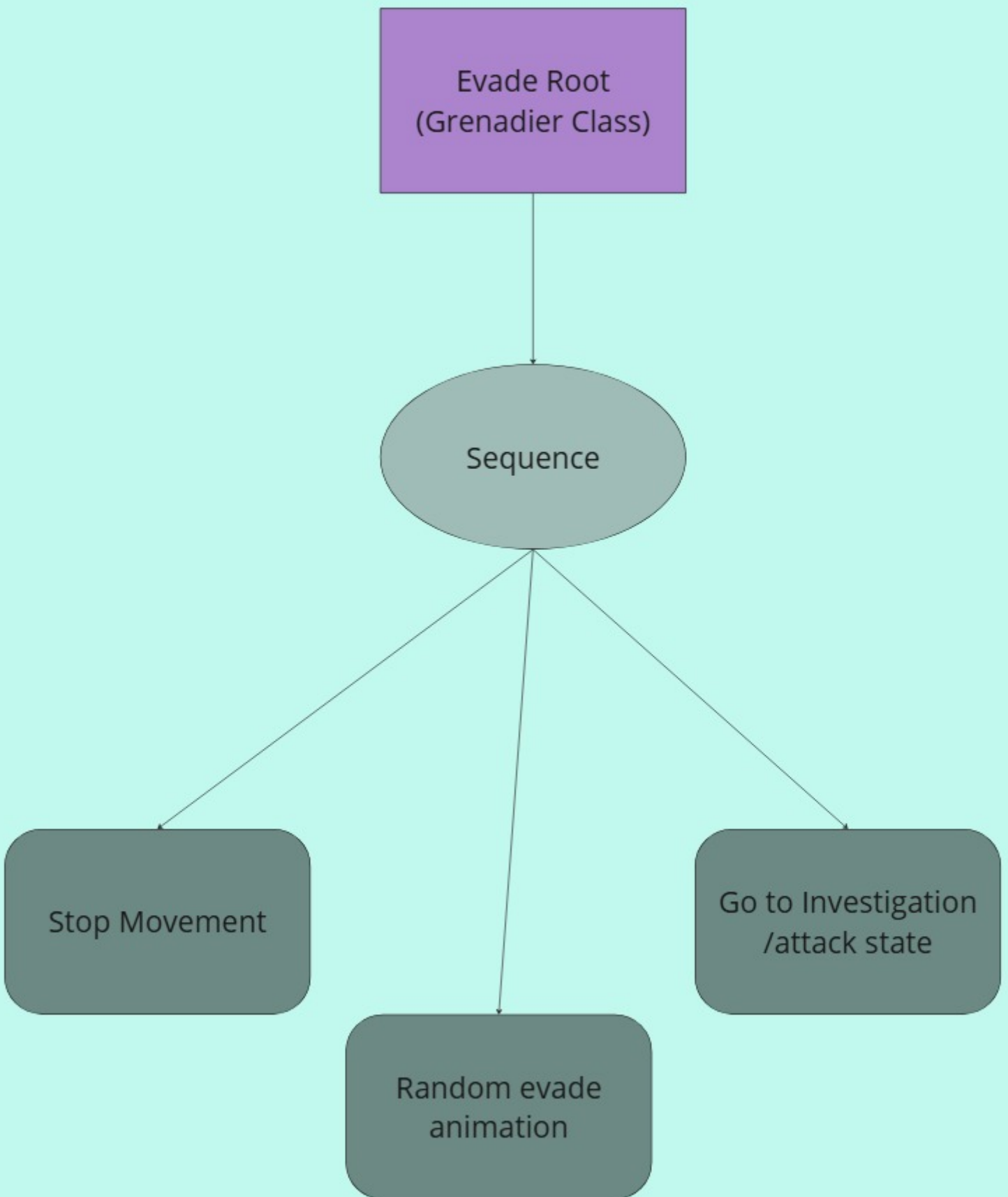












AI controller Checks

- 1) Ai Perception for idle - investigation - attack states
- 2) To check whether the enemy actor is the last person standing
- 3) Check whether the enemy actor is taking cover, charging or flanking.
- 4) Request Help from medic.
- 5) Check if grenade thrown is in range.
- 6) After evading grenade, check if the state was attacking or idle or investigating, and return to that state.
- 7) Communicate to other team members about spotting the player character.
- 8) Checking if the player character is dead, and returning to idle if it is.
- 9) Losing sight of the player can get make the enemy go back to investigating state.
- 10) Activities will be assigned through arrays of task in the manager
- 11) The Enemy team will communicate and send the nearest guy to check out the perception sights

Root
(Underground
prison Guards Class)

Selector

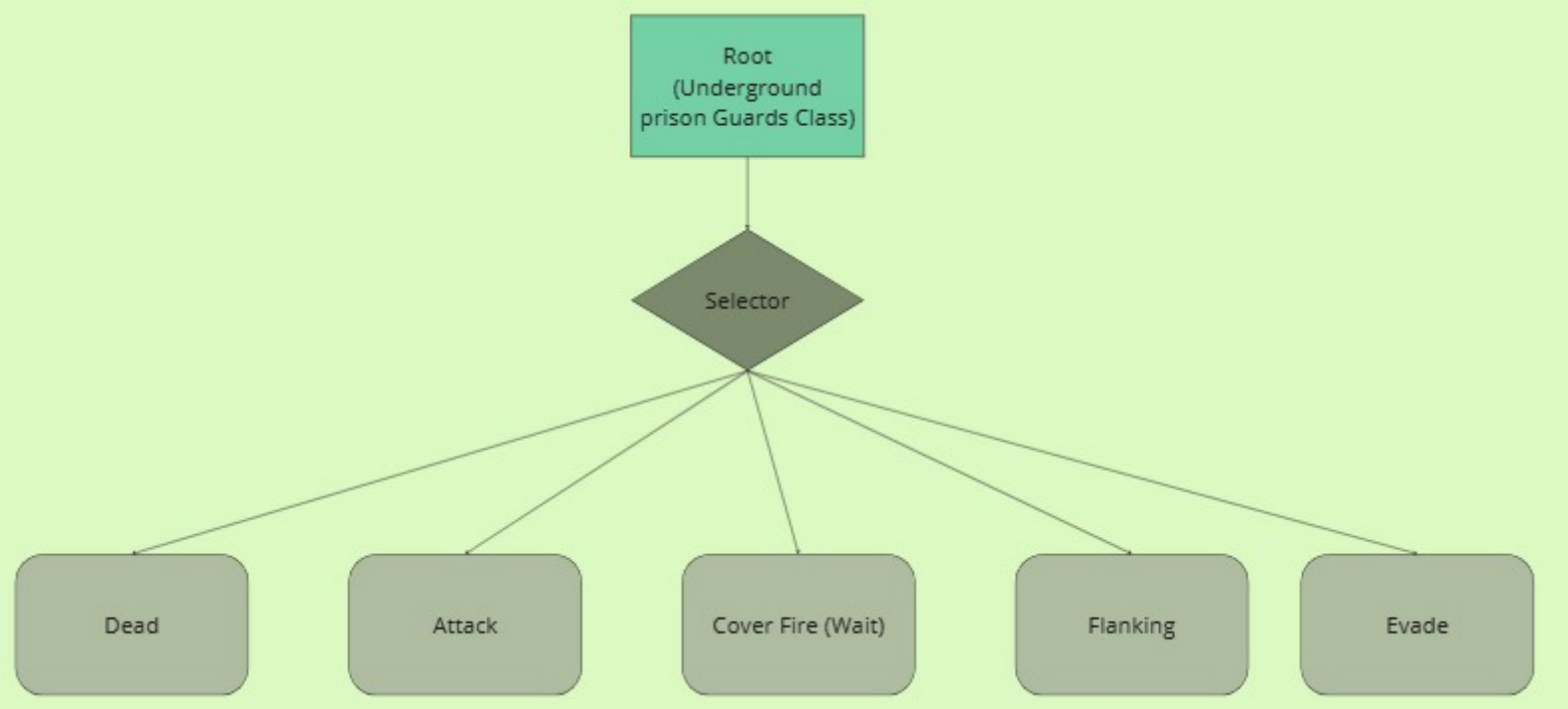
Dead

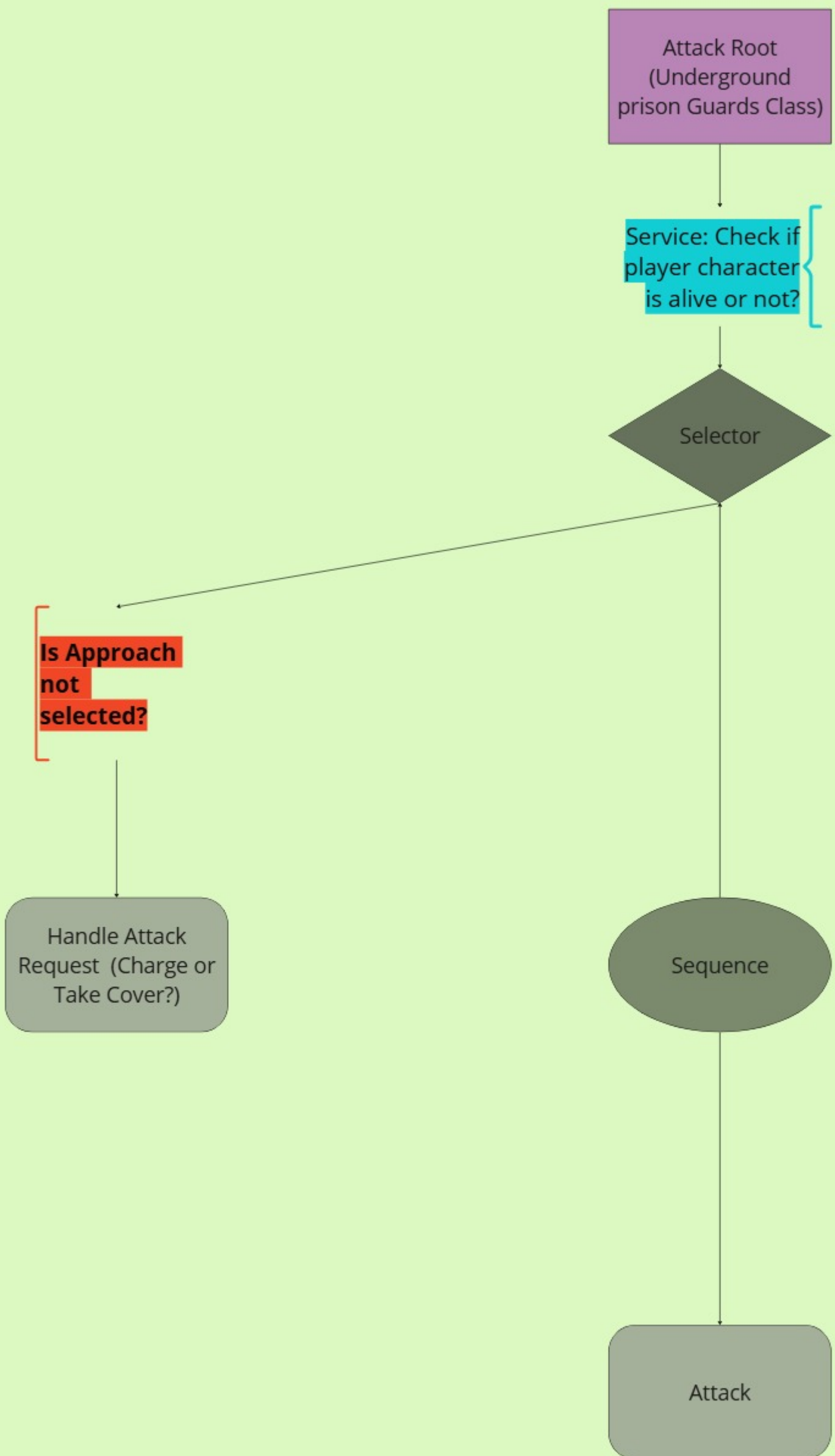
Attack

Cover Fire (Wait)

Flanking

Evade





Wait Room
(Underground
prison Guards Cell)

Service: Check if
player character
is alive or not

Selector

Cover is not
Allocated or
far from
player

Find Nearest Cover
Location (DQS
System)

Is not at
Cover?

Sequence

Group Parallel Tests

Move to cover

Sequence

Aim And Shoot
at Player

Take cover

Selector

Is Self
Crouching?
(if true)

Sequence

Un Crouch

Attack

Is Self
Crouching?
(if false)

Sequence

Move to a random
location Nearby
(range-
300cm)

Attack

Get Back into
the cover

Flanking Root
(Underground
Prison Guard Class)

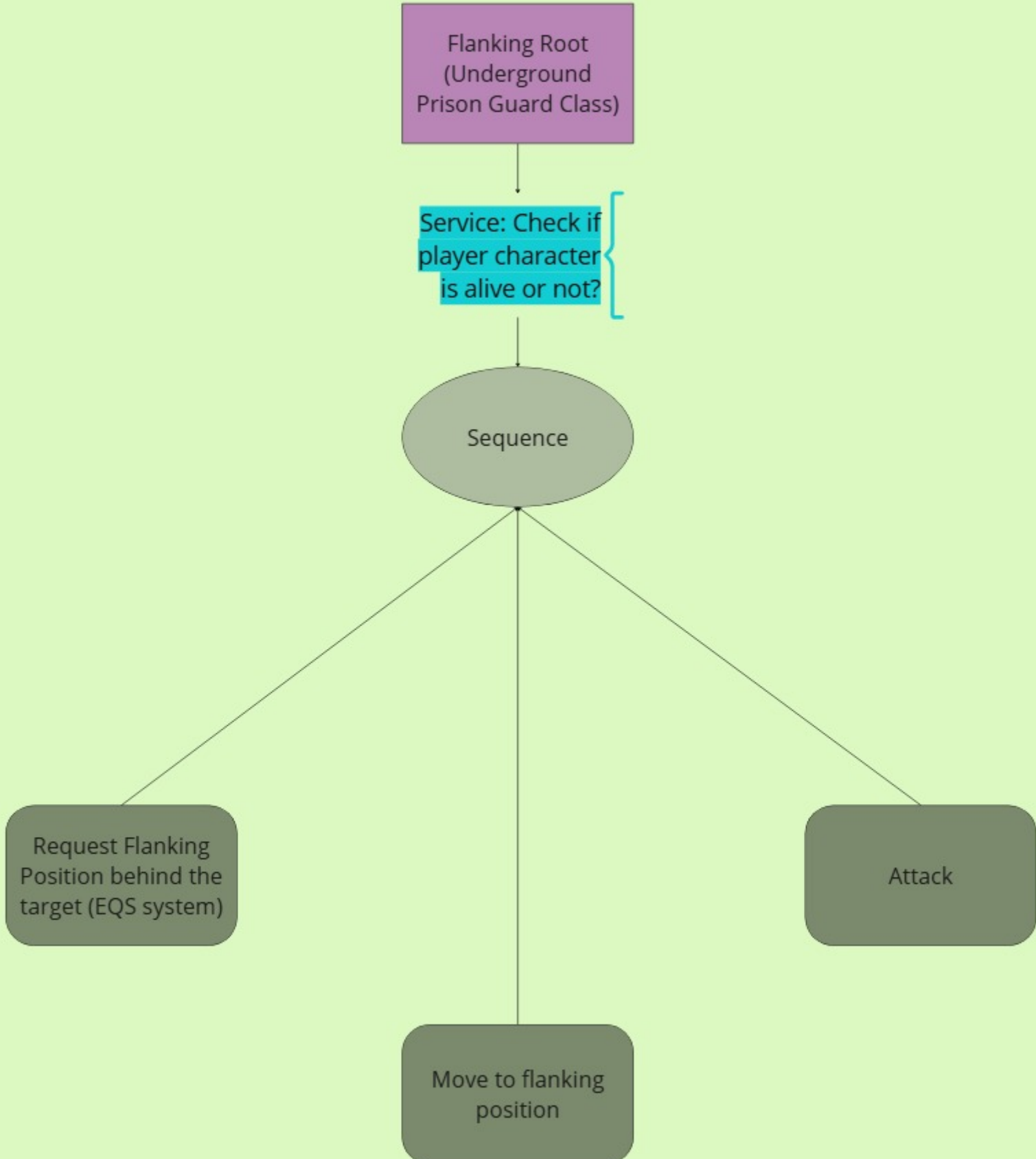
Service: Check if
player character
is alive or not?

Sequence

Request Flanking
Position behind the
target (EQS system)

Move to flanking
position

Attack



Dead Root
(Underground
Prison Guard Class)



Wait (Indefinitely)

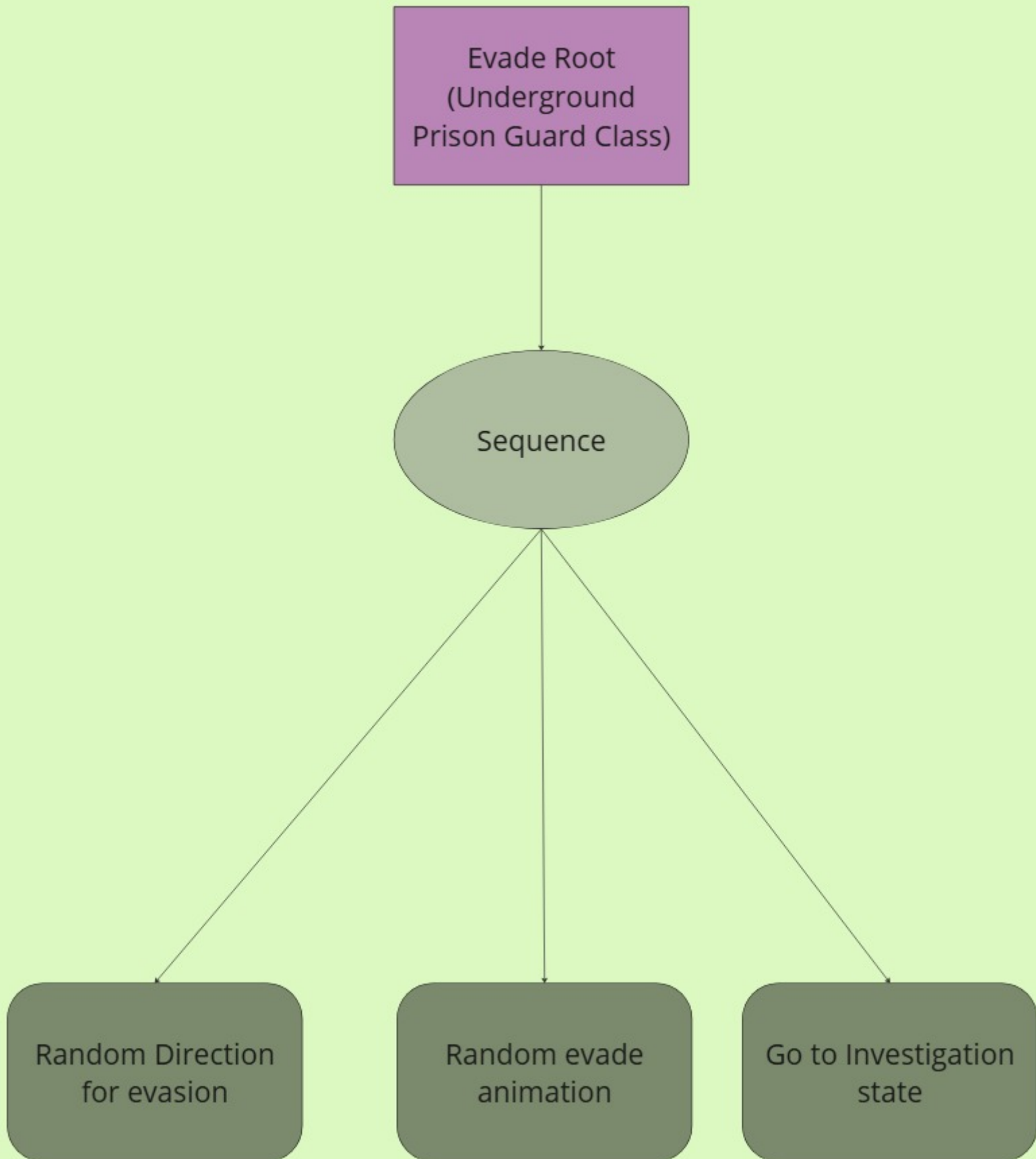
Evade Root
(Underground
Prison Guard Class)

Sequence

Random Direction
for evasion

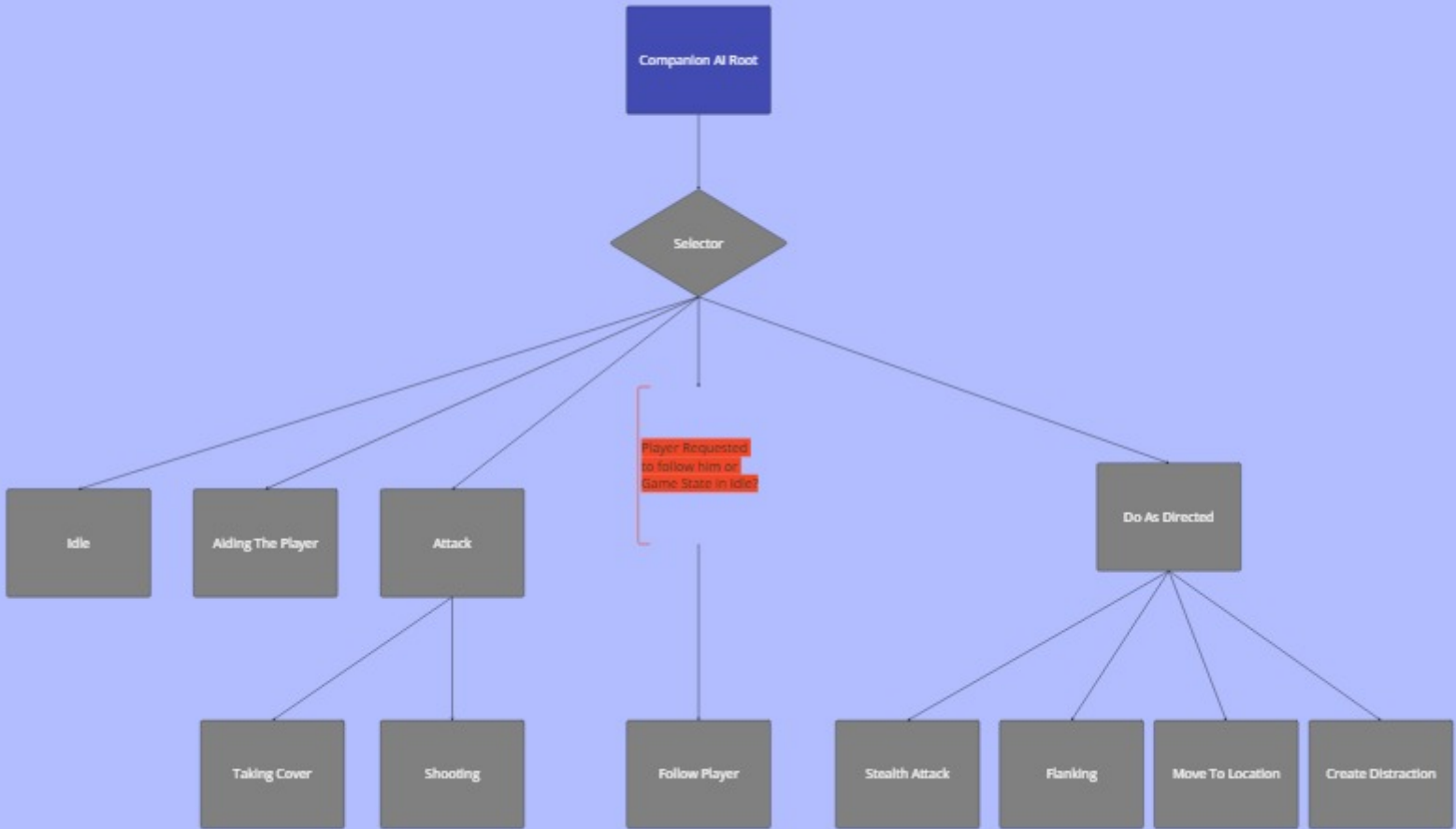
Random evade
animation

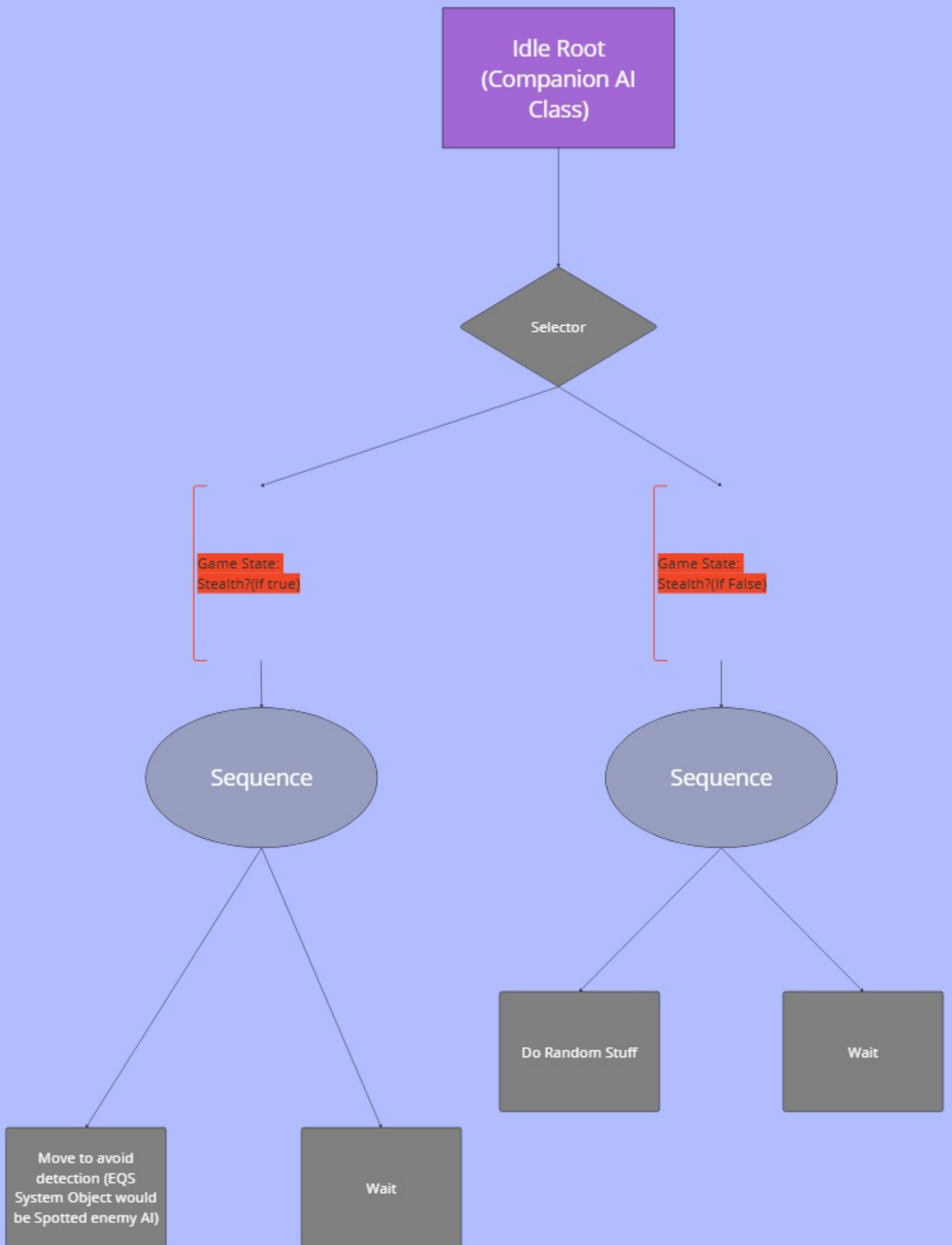
Go to Investigation
state

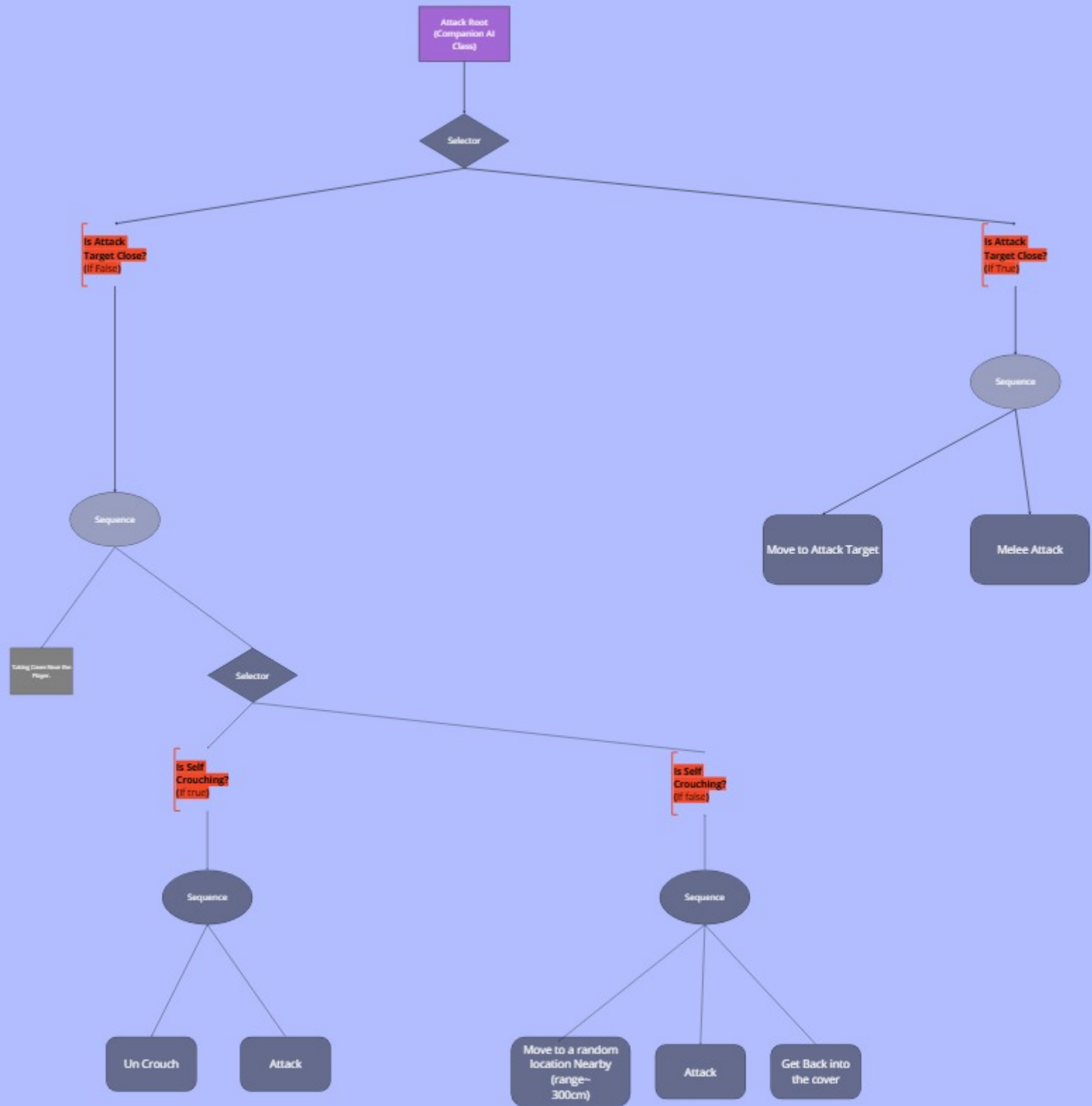


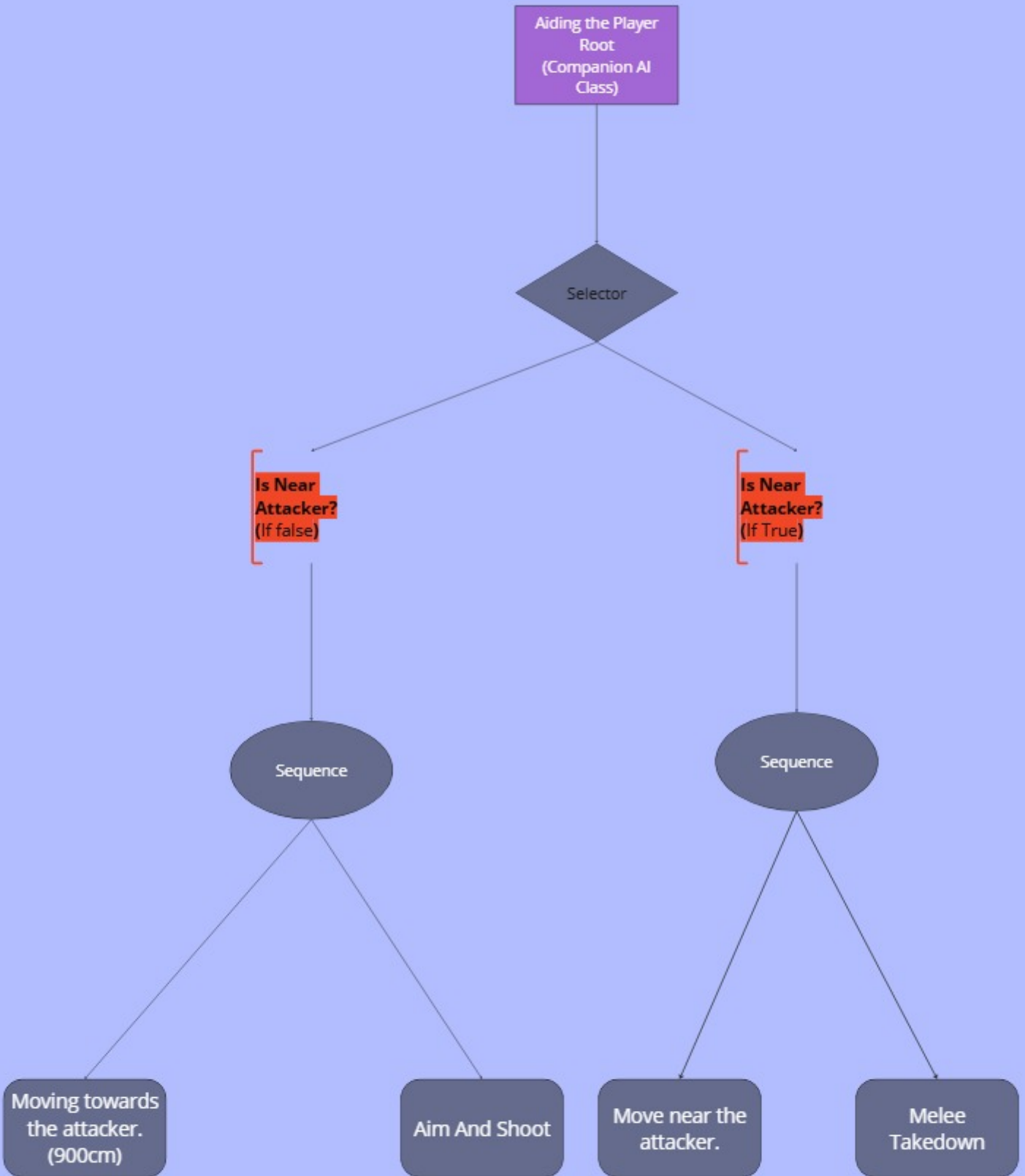
AI controller Checks

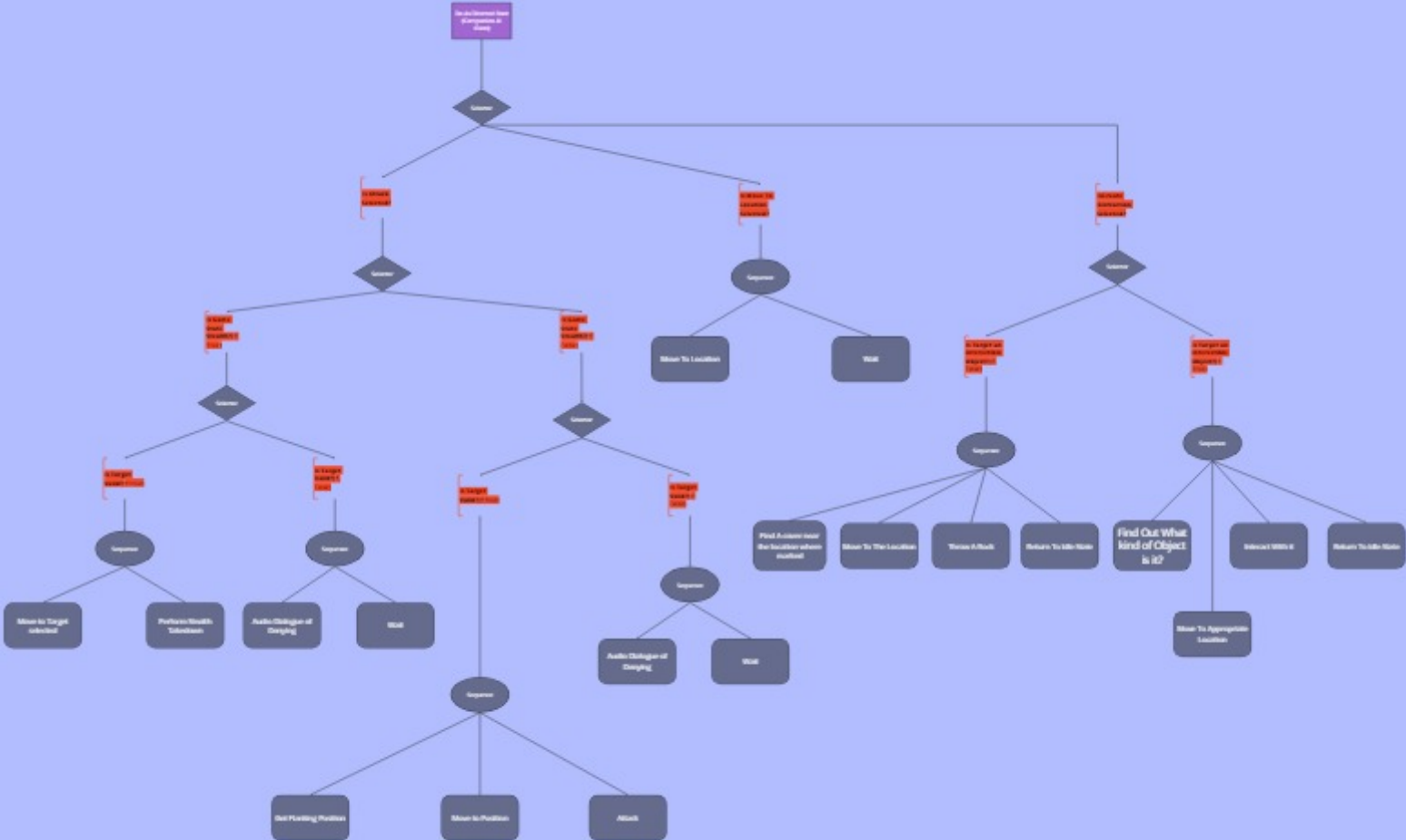
- 1) Check whether the enemy actor is taking cover, charging or flanking.
- 2) Check if grenade thrown is in range.
- 3) Shoot through the destructible walls











Ai Controller

- 1) When Player character gets melee attacked by the enemy, companion AI will come to assist the player by melee attacking the attacker on random occasions (1 in 3 times).It will be distance based.
- 2) When companion finishes a task and no there is no other thing to do, the companion shall default back to Following the player.
- 3) The companion AI shall follow the game state. (for example, be stealthy when hidden, attacking when spotted)
- 4)When spotting an enemy on the off- side (left, back or right) of the player character they will notify the player about it.
- 5) Companion Will randomly reminds the player to assign them a task(excluding idle game state).
- 6)The task assigning functionality will make the companion ai to go to a particular task and will check if the game state is stealth or attack if not it will default back to following the player, followed by a dialogue.